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# PD Scene There's a lot of games this month, which means less swirly demos than our Tech Ed would like, but there's still a lot of quality for very little money.

PD Utilities
 More programs to enhance your Amiga and make life easier. If value for money and variety is what you're after then check these pages out!

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Primal Rage
 A familiar sight, this. Havir
 Probe last month, we take
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- Sensible Golf
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gives us the benefit of his considerable games knowle
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# BACK ISSUES

OK, if you've missed any issues of his fabbo mag you have your chance o get up to date on page 109 – that's the one you want hasn't already sold out! Oh, hurry!

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PD SUBMISSIONS We get handrods of new PD programs every week, but we're still hungry for more. If you've written a PD program that you're proud of send it to the PD ZONE, CU AMEGA, Priory Court, 36-32 Farringdon Lane, London DCTR 2AU. COMPUTITIONS

COMPETITIONS

CUI AMIGA runs reasive competitions almost every issue. To enter one of these simply put your name and address on the book of postcard, along with the assesses and send them to us at the usual address. Competition entries are only accepted by past. One entry per person please and the editor's decision is final. Winners will be nortified by past. Other rules may be printed from time to time.

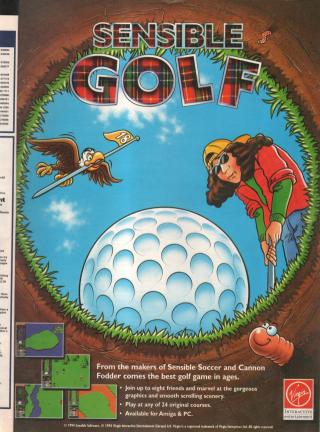
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Floppy users:

See Special loading instructions on page 16

System requirements
Clarissa 2 from this month's cover disk will run on any
Amiga with Workbench 2 or higher and a minimum of 1Mb of your animations, return to the program used to create the animation, and reduce the number of colours, screen

the animation, and reduce the number of corours, screen resolution and frames until it's small enough to handle. Anyone using a 1Mb Amiga who wants to get into ani-mation is strongly advised to upgrade their RAM. In fact, anyone who is still using a 1Mb Amiga for anything at all should think seriously about upgrading

Clarissa Disk 2
Disk 2 of Clarissa (entitled Clarissa-Demo1) contains a demonstration animation and the SSAPlay utility. SSAPlay is used to replay SSA animations without having to go use read the document on the disk. To view the demo anima tion, double click on the icon marked Demo1.

### **Super Smooth Animation System**

Give your animations a touch of class, by transforming them with Clarissa 2, the super smooth

animation system. e all know how adept 1. First of all refer to page 16 for the Amiga is at creatfull loading instructions. Done ing and playing animathat? OK now come back and tions, but there's start reading this bit. always room for improvement. Once Clarissa has loaded, the first thing you need to do is load For example, have you ever had in an animation. To do this, hold

an animation that just wasn't quite smooth enough during playback? The chances are that Clarissa can get it running at 50 frames per second, the magical figure required for silky

Getting started

Before you load up the Clarissa program, you'll need an animation to work on. There's one supplied on the second Clarissa disk. but you'll get a better idea of what's possible if you use one of

Clarissa can load Anim5 files and sequences of IFF pictures files. These can be created in a number of programs such as Deluxe Paint Brilliance Imagine. Real 3D and many others. If by any chance you don't have any program capable of creating an Anim5 file or a sequence of IFF images, then you can still experiment with the demo animation



down the right mouse button and select Load Animation from the Project menu

2. A window will appear giving you information on the animation. You now need to tell it which buffer to load the animation into (Master, Source A. B. C. or D). Click on the button marked Load into Source A.



3. If you see a window stating that the animation cannot be rep resented in AGA mode, just click on the box marked Yes, and the anim will be converted.



4. Before you can process your animation, it must be converted to interfaced format (unless it was originally created in interface mode). Click on the Change Anim Format button, followed by the Make Lace button. Then click on the Source A button when asked to select an animation for conversion. Use the Return button to get back to the original panel.



5. Now you're ready to convert your animation into Clarissa's SSA (super smooth) format. Click on the small circle icon in the top panel, and then click on OK when asked if you want to Produce/ expand the animation.



marked with a triangle (it's

between two other icons with left, and right facing arrows on them, you should now see your animation playing back smoother and faster than ewer before!

7. To save out your new super smooth animation, select Save Animation from the Project menu. Use the file requester as usual to select the destination for your new animation, and click on Save to save it out and there was to save it out and there was to save it out and the even to save it out the even the ev

Go the magazine, seen the disk now get the video ....

The best way to learn about Clarissa is to take advantage of the free video offer with this magazine. This takes you through the main areas of the system with audio and visual guides to getting the most from the program. See the backing board from this measurise for details.

If your board has gone astray, call Burgess Video on 01874 611 633 and ask about the free Clarissa video offer from CU Amiga Magazine.

### Tricks of the trade

Clarissa's main function is to convert Anim5 animations into a faster smoother format called SSA. SSA animations play back faster and smoother by exploiting a side effect of the Anima's interlace mode. Interlace mode doubles the vertical resolution of the screen by

Interface mode doubles the vertical resolution of the screen by inserting an extra line between each of the original lines in the picture. It does this every 'half frame', which on a PAL display is every 25th of a second. In effect, interface screens are made up of two images, which are rapidly linked from one to the other. It's this flipping that leads to the flicker usually associated with interlace mode.

sace moor. When Clarissa converts a normal Anim5 animation, it uses the double frame buffering of interface mode to display two as many frames in the time that would normally be used to display one frame, hence the speed increase: Once this speed increase is one that 50 frames can be displayed every second (the same display rate of a PAL TV or monitor), the animation suddenly takes on a silky smooth quality.

# **MultiCX Workbench Utilities**

# Requires Workbench 2 or higher

MultiCX will make your Workbench a nicer place to be.

mainingly entall for which are the first Mainingly entall for which CX is a barrow load of a number of programs with just a fraction of the memory commodify, it does the job of a number of programs with just a fraction of the memory commodify, it would not be commodified. So it is since the commodities feature was introduced in 2.0. There's also one version for OS 2.0 and another for OS 3.0 and up. To use Mainingly in the program of the commodified in the commodifi

Strangely, MultiCX has no graphic user interface for editing the parameters. Instead they are all specified in the icon tool types. Double click MultiCX once to start it and again to pop up the Workbench icon information viewer/editor. There you can see all of the configuration parameters for MulicX. As soon as you have made some changes, hitting the save button will bring them instantly into effect. MulicXX has a lot of features, some of which includes screen blanking (plain or moire); mouse acceleration with start threshold; screen blanking indice to the models button of a three button middle button of a three button with start leaves the same of the same of

hex ASCII codes via the keypad for strange characters. Capabiff is stops hotkeys being affected by caps lock and makes shift do uncapitalised letters. There are hot keys for closing and zooming windows and flushing libraries. It will eremember the least active window when cycling screens (very handy). PopUl makes a CLI pop up on a holdey, there's a border blanker, and an epiten to turn off the disk



A The Multi-CX parameters are adjusted via the Icon Teeltypes as seen here. As soon as save is selected, if Multi-CX is running then the changes will come into effect immediately.

drive clicking. The "" symbol can be made to act as a valid wildcard like "#", the audio filter can be switched on and off, and much more besides. Full documentation is on the cover disk and is worth a look for a more indepth explanation of all the features that MultiCX provides. Many of the configuration values that can be entered into the tooltypes are already there so you can see how many of them work. MultiCX can be removed from the system by the Workbench utility CX-Exchange. Have fun!

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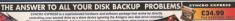
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treet Fighter

### An exclusive demo from US Gold!

Get out your best joystick, plug it in and get wiggling. Your task is to help Cammy defeat E. Honda, the blubbery nip sumo wrestler ...

Loading: Super Streetfighter 2 is on a bootable disk. Simply insert the disk into your drive and start up your Amiga. For further instructions turn to page 16

### Controls

Cammy is fairly lightweight but fast. Every hit will not cause as much damage a each of Honda's but with the

	Jump
Down:	Crouch
	Retreat (advance)
Right:	Advance (retreat)
	Crouching defence
Up/left:	Jump back
Up/right:	Jump forward
Up/fire:	Jumping kick
	Defensive one foot kick
Right/fire:	
Up/right/fire:	Dive forward, aerial kick
	Crouching kick
Down/left/fire:	Crouching kick
Up/left/fire:Defensive	backward jump with kick.

### Hints:

(1) Useful: Get close to Honda, perhaps by jumping over and landing right behind him, move straight into him and press fire. This will make Cammy do the impossible; lift a character that's probably three times her body weight and fling him mercilessly to the ground. This takes more power from Honda than any other single move

(2) Useless: Down, down right, right and fire in that order will make Cammy do one of her special moves: a rather pathetic swirling torpedo kick. You might as well hit Honda with a fly swatter.

All Aminas

Genki Dosn K



uper Streetfigher 2 is one of those late conversions to the Amina that no-one ever really

expected to see but which out denly appeared over the horizon like a wandering Las Vegas fighting circus. Well. it's still not quite there (it should be reviewable next month) but with Lisa's love of onscreen violence this demo was created because she pleaded with US Gold to let her get in some practice playing her favourite character Cammy before the full version comes into the office.

It had something to do with "computer games being a male dominated environment, so I'm glad that a decent, ass kicking female character has come along" according to Lisa. She was not so pleased when she discovered that Cammy not only "kicks ass", she shows ass too. When Lisa won her first bout Canny proceeded to turn around and display her buttocks to all and sundry. A US Gold spokesperson told our fuming deputy editor that this "is a feature of the game" and "no, they would

And so to the other character: Honda. In this demo the compute plays the heavyweight sumo wrestler, which pleased Alan, who is a Honda fan. "Yes" he said "the Civic is an impressive small car, with panther-like looks, cheetab-like acceleration and it sticks to road like a leopard on a buffalo's back' doing his best Jeremy Clarkson from Top Gear impression, wearing a curly wig and a pair of size 15 cowboy boots

Unfortunately you can't actually play Honda, but this demo should give you a good idea of what the game is like to play and how fast i is. Remember this is demo was taken form the A500 beta test versinn and US GOld have asked us to inform you that the graphics are still being updated. This is why we didn't review it this month bu hopefully they'l have it finished by next month for us. There's also an A1200 version with full AGA support which in terms of graphics will be closer to the console version.



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# How t

### Important: special floppy disk instructions Clarissa can be used from a single floppy drive 1Mb Amiga, but it's real-

ly designed for machines with more RAM and a hard drive. Floppy users should read these instructions very carefully. 1. Make a copy of your Workbench disk, which you will need to use

each time you run Clarissa. Leave the copy of Workbench write anabled (with the tab in the closed position. All the following references to the Workbench disk refer to this copy of Workbench.

- 2. After you have decompressed your disks, insert your Workbench disk and reset the Amiga. 3. When Workbench has loaded, double click the Workbench disk icon,
- and then double click the System icon. 4. Double click the icon marked RexxMast.
- 5. Close the window containing the RexxMast icon in order to
- 6. Insert the Clarissa Program disk and double click its icon. Double click the icon marked Clarissa2 Floppy.
- 7. If you have just one floppy drive, you will need to remove the Clarissa disk to swop it for the Workbench disks five times. Be patient. This is necessary as the program needs files from both disks in order
- 8. Once the program has loaded, select Set Preferences from the Settings menu. Click on the tick box marked Workbench, which will close the Workbench screen and gain a little memory. If the tick will not disappear, press the Left Amiga key and M to switch to the Workbench, and check that there are no requests for you to insert disks. Close the

Settings window by clicking in its top left corner 9. You may have to attempt to load an animation a number of times. Due to the hard drive-oriented nature of the program, you may receive error messages on the first couple of attempts. If your animation fails to load after the third or fourth attempt, it's probably because it's too large. In this case, go back to your animation software and reduce the resolution, number of colours and number of frames and try again. 1Mb Amigas are unlikely to load more than five-ten frames of a low resolution animation

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the tab in the corner so that you can see through the little square hold
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### Decompressing Clarissa 2

Clarissa 2 is on cover disk 113 in the form of two compressed files. Before Jamissa 2.8 of cover dask 11sh use out not recompress these files onto two sparate disks (which must be write enabled, unlike the original cover sks). Have two spare disks on hand. All data on these disks will be over ritten, so make sure they don't contain any essential files. Insert cover disk 11sh the internal drive and reset the Amiga.

- 1. Firster cover disk 113 in the internal drive and reset the Amiga. 2 Double click on the disk know marked CU 113.
  3. Double click on the Ison marked Clarissablisk, and insert your first spen disk when saked record internations, and replace disk 113 when asked to do so. Mark your first spen disk Clarissa Program.
  5. Double click on the Player/Disk know, and insert your second spare disk when prompted. Swep this back with the cover disk at the prompt, and label your second spen disk Player.

# Clarissa 2 hard drive installation Clarissa 2 works best from a hard drive. Follow these steps to install the program on your hard drive. 1. React your Amiga with no disks in the drives in order to boot from the

hard drive

hard drive.

2. Insert your decompress Clarissa Program disk into any floppy drive.

3. Double click on the Clarissa2-Disk icon. Now drag and drop the
HOInstall icon over the partition of your hard drive in which you want th
program installed (eg Work:). Double click on the HOInstall icon that's

4. To install the Player Disk onto your hard drive, insert the Player Disk, double click its icon (which is labelled *Clarissa*-Demo1), then double click the icon marked Install-SSAPlay.

To use the Clarissa program, reboot your hard drive. Clarissa can be found in its own drawer on your hard drive. Double click the Clarissa program icon to start it up.

MultiCX installation
To install MultiCX onto your Workbench system, boot from your Workbench side or hard drive, and drag the MultiCX icon into the WBStartup drawer. It will now start automatically each time you be machine from the hard drive or the Workbench floppy disk.

Super Street Fighter 2
Insert your disk and reset your Amiga. The game will not load automa
ly on A4000s: Although we tested this disk on all Amigas, some A4000 owners with early machines or 040 processors may have diff (if you've got one of these this will come as no surprise). It is best to coll boot your Amiga first (ie hold down both mouse buttons as you start up disable the CPU caches and use the 'original chipset option'. Even so it may occasionally crash during the game. Even US Gold didn't know that this sort of thing happened



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ACAZINI

# The One Dies

publication, The One for Amiga Games, in mid June 1995. The latest casualty of the downturn in Amiga fortunes was first pubeight years ago as a multi-format title for Amiga, Atari ST and PC. It split into two separate magazines for Amiga and ST in the early nineties before becoming famous as a single format Amiga games magazine.

Notorious for its irreverent humour, originality and its journalist's liberal use of words like cack, pants and arse to describe games, readers opinions and anything else that happened to be on their minds, The One's publication was suspended "due to conditions in the Amiga games market", according to a wise old accountant in Emap's headquarters.

However, eager as always to keep things going (and hopefully re-launch the magazine at a later and more favourable date), CU Amiga Magazine will be incorporating The One Amiga into some of our pages from now on. Matt Broughton, ex-deputy editor of the illustrious

he end of the line was reached by our sister organ has joined our staff as Games Consultant and wi have a regular column keeping you informed of developments in the games market and spicing up our news section with inside information, as well as reviewing games and re-introducing, due to popular demand, a games tips section in CU Amiga Magazine

In case you wonder what happens to old Amiga magazine staff when their mag finally goes to bed we'll tell you. Andy Nuttall, a regular contributor to this magazine and The One's editor has moved to Bullfrog to work in games development. Another regular contributor to CU and The One's former reviews editor, Harry Attrill. has moved to a similar position on a PC games magazine called, funnily enough, PC Games and which, by strange coincidence, is edited by a former The One editor David Upchurch. Harry will also continue to contribute to CU Amiga Magazine because although he's a splitting swine like Andy Leaning, deep down he still loves the Amiga. The One, RIP

Amiga Magazine.



# Make Way For Even More Storage Space

xciting news on the storage front this month from Fourth Level Developments. They have just announced a SCSI-2 drive which doubles as a guad speed (X4) CD-BOM drive with 185ms access and a 650 MB

read/write Optical drive with a transfer rate more than 1MB/s. Bundled with Ami-File-Safe (see separate news feature) and an updated version of the MO-MIGA multi-media support system, it is due to retail at around £530 and uses low cost cartridges. It will be available in internally mounted and external versions Look for a for review in next months issue. For further information, call Fourth Level on 0117-9854455

### No More Invalidated Dis

More news from the boys at Fourth Level Developments. They have been busy working on lots of technical things and have just released a program called the

Ami-File-Safe replacement file system, otherwise known as AFS This new product represents an astounding improvement in performance over

Commodore old standard file systems, OFS and FFS. File systems are responsible for handling the way files are stored on devices like floppy and hard disks. However, AFS is not only faster, it's also more efficient on disk space and claims to be proofed against invalidation. So we should

expect great things from this new product. AFS retails for £69.75 and is available from Fourth Level Developments. You can contact them on 0117-9854455. Expect a full review in next month's CU

# **ZCL Gets Liquidated**

eading Amiga distributor ZCL who also own Indi have been put into receivership following significant losses. Although the company is still trading the receivers have been called in to turn stock into cash and find a potential buyer for the com-III. was one of the two biggest distributors of Amiga hardware and peripherals in the UK

Silica, the other distributor, has remained in business despite the Commodore crash ZCL pulck to blame the Amiga for their woes, with a large sum of money still owed by retailand who stocked Commodore products. A spokesman for the receivers. Arthur Anderson, was aucred in trade publication Computer Betail News as say-

That ZCL's receivership would continue until "a firm grip ted been established on the company's finances, when the would be reviewed again"

also owned the Calculus chain of computer stores but their future is uncertain - four have already closed since the receivership announcement was made



### Championship Manager 2



national management option, a completely

### IDE CD-ROM for the A1200/4000

find out if it's possible to connect a regular IDE CD-ROM to the A1200 and 4000's built in IDE interface. answer is that, at the moment, it isn't possible using the the built-in driver in the Amiga's ROM, However a new driver ATAPI, is under Sevelopment by German company Elaborate

compatible drives

product and will be reviewed by CU Amiga in a forthcoming issue along with hardware that allows two CD-ROMs and two IDE hard drives to be simultaneously connected to the internal IDE interface. For more information call Ground Zero Software on 0117-9741462

a much cheaper alternative to SCSI

authors claim it will provide Amiga users with

# ATAPI actually works as well as the

Mini dictator



Ever fancied taking control of an alien race? Of controlling their armies and taking over a strange planet? Of slogging it out with the enemy on a sandcastle covered beach or a play room? Yes. Then Mindscape's Tiny Troops could be the game for you

A bit like Cannon Fodder in the world of Micro Machines. It is a puzzle and team combat based game controlled by mouse and features cutesy cartoon creatures permanent battle on a virgin planet, having almost destroyed their own. The game is due out in October on A1200 only.

### **Touring Car** Manager

As if Formula 1 wasn't enough for the management fanatics of this world, a new company called OTM, previously better known for utilities like our last month's cover disk PowerBase, is releasing a new racing game. This is the first game based on the British Touring Car Challenge, a race using limited modification of works versions of current saloon cars. The game starts off with you selecting one of the top teams like Alfa Romeo, BMW or Volvo, then selecting two well

known drivers then equipping the team and downs and various weather conditions of a season. It comes packaged with posters, post about the Alfa Romeo 155. We

review next month



### **New Directory Opus** Owners of GP



soft's excellent a free upgrade patch that will take version 5.0 Arexx and drag

changes and bug fixes are all part of the new 5.11 package. Call the UK distributors

**Formula For** Success? scon's Formula 1 management game Pole

produced The Patrician and On The Ball, is now due for release in September when F1 fans will be able to revel in



# Matt Broughton's Games in View

Bonjour! What's all this then, eh? Well, if you're a regular CU Amiga Magazine reader, "Hi. Sorry to gate crash." and if you're an old reader of The One, "Hello my chums, are you missing us?"

es, with the sad 'suspension' of The One as an Amiga games magazine. I'll be popping up here and there throughout the pages of CU, injecting the word 'pants' and 'sare' as much as possible into the general format and

One of the new features we'll be adding to CU is a dedicated games column, of which this is the first. So, want to know what's going on out there in Amiga games land? Well, follow me.

Anyone who's ever managed to cately the Sky satellite programme, Games World, will no doubt be familiar with that great guy' and all-round celeb, Dave Perry. Well, thanks to the bandanna-ed one, Millennium's Master Axe could have finally found a way onto your screens – via a Powerplay joypad bundle package.

Likely to retail at between £20-55, the bundle package looks to be Millennium's last chance to recoup the £150,000 already inwested in the so-far-less-than-impressive product. If the idea makes the light of day, this will be the first ever joypad available for Amiga owners (er no actually Mat. See our review of the Techno Plus on page 79, Sadly, apart from the release of Extractors on the CD32, Millennium don't have much on the games front, although Keith Smith informs me. "We haven't

Smith informs me, "We haven't abandoned the Amiga, it's just that in the future we'll be looking at projects that can be transported over to the machine rather than developed on it."

Just a tad overdue, Grandslam are now quoting September as a release date for the RPG adventure.

Seventh Sword of Mendor, while their compilation, Gamer Gold, will also appear around the same time. The CD32 version of Rasputin's Base Jumpers will be also be made available through the G'Slamers

from the 28th of this month, priced at £19.99. Following the comments made by pretty much every magazine reviewing X-Fighter, Thalion have decided to pull back the release date with a view to rewriting the graphics and sound — with a cou-

hics and sound – with a couple of tweaks to the game engine while they're at it. Look out for a new version around ECTS time in

September.
The ever-busy
Kompart/Black Legend

team are still churning out stuff at an Impressive rate, with Arcane's Turbo Trax looking as though it'll finally get a release date of July 12th, and Behind the Iron Gate following a week or so later.
There's no more news on
Spherical Worlds, but it's only six
weeks away from master, with
Wheelspin pencilled in for a
July/August release.

Mindscape are uncharacteristically active on the Arriga scene, with Tiny Troops due for release in October and both Space Academy and MegaRace due in the Surrente Ball forwar from Designation than 5 minds of the Surrente Ball forward from the Surrente Surrente Ball forward from the Surrente Ball from the Surre

product, Pole Position to look forward to. Similarly scary news from Core Design is that they've yet to decide whether their graphic treat, Big Red Adventure, will make it onto the Amiga. At the time of writing, the team have

yet to see the pre-production version, and will make a decision then, and only then. Golly. Fingers crossed.

More frightening stories from the land of Empire Interactive, where Cyberspace has now been





A No it's not Mat from Bros ... it's Matt from The D

officially 'suspended' again due to the 'thin ice' nature of the Amiga games scene right now. (Himm, sounds familier). Anyway, the Empire crew have nothing else to offer us currently, other than Bittusion's helicopter sim, Coala – but you already know all about that 'I'm surel And, iust to keep this column

And, just to keep this column looking like death warmed up, Colonization looks to be MicroProse's last Amiga game for some while – with the future of A1200 hard drive-only Pizza Tycoon still undecided. New developers Leading Edge

New developers Leading Edge still have yet to find a publisher for the excellent Super Bomberman clone, Blitz Bombers, featured on the cover and cover disk of the last issue of The One (and I do mean THE LAST – boo hoo!) This looks certain to be a bit of a hit – depending on which publishers gets to it first.

And that wraps it up for this month's games news, leaving me to wish you well and offer you this month's chart from HMV.

Au revoir!

### HMV CHART... Amiga top games

### No TIT

- 1 Ultimate Soccer Manager
  - Sensible World of Soccer
    Man Utd the Double
    - Super Skidmarks Beau Jolly Compilation
- 6 Pinball Illusions 7 Theme Park
  - All Terrain Racing
  - Roadkill

    FIFA Soccer

### PUBLISHER

r Daze r Virgin Krisalis

Guildhall Virgin 21st Century

EA Team 17 Guildhall EA



A Basejumpers: landing on a CD32 near you soon.

### Amiga Technologies UK seek new bundles for £350 + Amiga

miga Technologies has finally recruited a British team to handle sales and marketing a marketing are the UK. Called Technologies GmbH (UK) it was staff, all of the technologies from the technologies are the technologies and the technologies from the technologies are the technologies and the technologies from the technologies fro

a have six staff, all of are ex members of condorse UK. The team is the staff of th

senhead rather than Escom's as headquarters or their new means near Stanstead, the services near Stanstead, the services near Stanstead, the services staff. Jonathon, the set of the services in setting up pro-second bundled software deals at this is seen as a key role for at Amiga Technologies.

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### The new price

Depite our report lest month of weak Ampas for under £250, assed on comments by Escoriff with the Schmitz and reports of hermod Schmitz and reports of a state of the state of



▲ Jonathon Anderson, head of Amiga Technologies UK: Sales and technical support will be their key

This strategy must be seen as risky, with the Amiga now "out of fashion", according to one soft-ware publisher, and competition from the games side with the UK alunch of Saturn and Playstation. Even on the computer side, with Escom themselves competitively discounting Pentium PCs to £800, an Amiga costing neathy £400 becomes less attractive to the classifier its advantages.

Anderson remains confident though, and hopes that by keeping advertising simple, showing the software that the Amiga is capable of running, and how cheap that software is compared with its PC and Mac competitors. rather than concentrating on the hardware will still attract people. "I don't intend to spend millions of pounds doing (ads which featurel fish, boomerangs and all this sort of thing. I don't want to concentrate on the hardware. I want to show people what's on screen. When we advertise I will get the software publishers involved very heavily, said Jonathon

They expect to sell 50,000 A to 200 in the period between October and Christmas and some of these will have hard drives. A price point has yet to be set for hard drive equipped machines but Jonathon was very concerned about hiking the A1200's price too high by putting drives in. The amount of machines which will.

have them will be determined by their price, but up to half of the total allocation could be equipped if the market was viable. Jonathon claimed: "We have 50,000 A1200s, some of which have hard drives and every single one of

claimed: "We have \$0,000 A1200s, some of which have hard drives and every single one of those is pre-sold. When the [soft-ware] publishers see the product physically back in the shop, there will be an upward trend towards getting titles out there."

He expects more flexible pricing next year for the upgraded A1200, with a better processor and more RAM, but even this depends on the success of the relaunched machines over the Christmas period.

On the Ad000T front the majority of the reported 22,000 allocated for production will go to the United States where it is still highly respected as a video and graphics machine, but the UK will get an allocation too. It will be available before Christmas in 040 form with a separate upgrade to 600 with the full, internal 600 version being available early next year. The proposed RISC machine could be ready by autumn next year.

### More games

The UK games publishing industry is seen as very important for the Amiga's future and one of Amiga Technologies' biggest tasks will be to get these publishers back into the fold and developing. "Games which begin development now may only be completed in 12 months time, so software developers shouldn't leave it too late to start Amiga software again", Jonathon stated. "My task is to get the publishers and seeing them. If I believe a title is good enough I'll certainly put it to Amiga Technologies or Escom, the parent company, that we do some co-funding

Although currently having only is staff. Amiga Technologies GmbH (UK) will grow with the Amiga's sales and recruit further people in the coming months. At the moment, Jonathon Anderson is looking for merchandisers to help set up in-store displays and promotions in the run-up to Christmas. He expects these to be regional based and Amiga lit-

erate, in place to help retailers maximise the attractiveness of the machine

And as for Commodore UK? What sort of feelings did Pleasance and Colin Proudfoot "None of the staff other than David and Colin were aware that there wasn't going to be a bid. It was put to me that they tactically withdrew, which frankly is a politician's answer. There are vari ous reasons, and I don't honestly know the real one. There have been rumours, of which one was that they didn't have the money I know for a fact that they did they had enough was another question. Escom went out



▲ Petra Tyschtschenka, General Manager of Amiga Technologies GmbII who has appointed six ex-Commodore UK staff to the new company.

checked out the company, saw it was worth buying and did the deed."

Whether they have the financial will to follow it through with a real success story, remains to be seen.

Alan Dykes

Although currently moving into new premises, if you wish to contact Amiga Technologies UK you can send your letters to CU Amiga Magazine and we will forward them. Unfortunately we cannot contact them by phone on your behalf so this service is restricted to letters only. Send any correspondence to CU Amiga Magazine, 30-32 Farringdon Lane, London EC1R 3AU, clearly marked for the attention of Mr. J. Anderson, Amiga Technologies UK.

# **The New Amiga**

elcome, Amige fan and user, to your opportunity to tail Amige Technologies GmbH exactly what you went for your current Amige and the Amige of the future. We at CU Amige Magazine are you determined that you should get is to mobilise your opinion. By presenting the views of you, the reader, we hope to guide Amiga Technologies in the right direction, help them to avoid the same mistakes as Commondore and provide you with what you want.

Three months ago thousands of you responded to our reader survey, giving us a strong indication of what you wanted from your favourite Amiga magazine. Now we're asking you to fill out this much smaller, but in many ways more important questionnaire. It is, in effect, a letter to Esconi's new Amiga subsidiary which will put forward your views to the right people, in the right place. With your opinions CU Amiga Magazine will push hard for a productive and brighter future.

Please cut out the following form and post it to: Amiga Technologies, c/o CU Amiga Magazine, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Dear Amiga Technologies.

Dear Amiga Technologies,

As a reader of CUI Amiga Magazine I am a loyal Amiga user. In 1994 I was let down by Commodore who
prematurely cut short the life of Birtain's most popular home computer and I am determined not to be
disappointed again. In order for the Amiga to succeed you need to listen to the opinions of the end user, those like myself who

enappointed again. In order for the Juniga to succeed you need to isten to the opinions of the end user, those like repetitively of the past succees value for more, excellent application to exist, with I, provided I continues to provide all the correstrose of its past success: value for more, excellent application to exist, with II, provided I continues to provide all the correstrose of its past success: value for more, excellent application to exist, with III, provided I continues to provide all the correstrose of its past success: value for more, excellent application to excellent application of the past success value for more past values and the past success value for more past values values and the past value for the past

use it for:		
l am: Male	Beginning to get the hang of most things	Please use the following space to indicate wh you think is best about the Amiga, why you intend to keep on using one, or why you will
My age is:  Under 8   8   9   10    12   13   14    15   16   17-19   20-23    24-29   30-34   35-44   45-54    55 or over	Games Desk Top Publishing Business presentations Multimedia Music (incl midi 6 sampling) Graphics and animation Word processing	stop using one unless you get the machines, the software and the sort of service you desir
I would like to upgrade to: A1200 A2000 CD32 Close RISC Amiga Cross Cros	Education Programming Personal finance Business spreadsheets/accounts Comms/Internet etc Video/movie applications	
I think that new Amigas should be equipped		
with the following, even at the risk of a price increase:	I Have been using an Amiga for: 1-3 months 3-6 months	Thank you,
CD-ROM Drive Y NO	6-12 months 12-18 months	NameAddress
My level of technical competence on the Amiga is:	18 months-2 years 2-3 years	
Expert Competent Complete beginner	3-4 years 4-6 years	Country

# **REMEMBER, YOUR VOICE COUNTS!**

From next month onwards we will have a member of Amiga Technologies GmbH on-line to answer your letters and questions every month. Please send your correspondence to Amiga Technologies Q&A, CU AMiga Magazine, Priory Court, 30-32 Farringdon Lane, London ECIR 3AU.



# Trouble Shooting

What do you do when a mystery complication cripples your Amiga? Sometimes it seems there's just nowhere to turn, but this month you're in luck! We've compiled a list of the most common, most awkward, and most infuriating Amiga problems, and blown them away! Never again need you be nagged by unnecessary requesters, messed up by memory loss or rattled by read errors. Welcome to the world of trouble free computing ...

e've all experienced those confusing error messages and system crashes at one point or another. The crashes at one point or another. The various in the confusion of the confusion of the two pages wive compiled a massive collection of solutions and tips to get you out of the stickest mess without any bother. Every firm disk composition to memory problems to hardware failure is

covered, with stacks more besides. We begin out rour of Troubletown with a look at the popular Amigas 500 and 1200. Once you've got an idea of the workings of the machine, you'll find it easier to understand with your Amiga is missbehaving. Throwing the Amiga out of the window might be the most appealing option when you're at the end of your tether, but taking a minurity outlined you have the country of the country of the most appealing option when you're at the end of your tether, but taking a minurity outlined you have not you problems is always worth in the lend.





### The Secret World of CIAs

CIAs or Complex Interface Adapters are generally the number one Amiga hardware fault They are responsible for much of the Amiga's Input/Output handling including joystick/mouse and the paral lel port. The most common cause of CIA failure is accidentally shorting out pins on any of these norte while the machine is powered up. This is usually done by plugging in printers, joysticks and the like while the machine is on. Not being particularly robust the good news is that they are not a rare custom chip and are fairly inexpensive as far as Amiga spare parts go. If you have an A1200 (pictured below) then you're in for some had news. Take a look at the indicated chips. On the A500 (pictured above) you can see they are large dual in-line socketed chips. On this machine you can buy the chips and replace them yourself (making sure they go in the right way around!) with a minimum of stress but on the A1200 things are worse. The A1200 uses the more modern and cheaper method of surface mount ing the chips. That's not normally a problem for chips that aren't prone to failure but in this case it's a bit of an oversight by the old Commodore regime. Your machine will have to go to a repair shop that knows about surface mount technolog

### Replacing chips

Hopefully in the normal course of using your Amiga, you shouldn't have to pull on your jungle boots and go delving into the liner most sanctums too often. However, there are a few occasions when this may be required. It's handy to have some background knowledge on the base level sizzards for such eventualities.

There are only two chips that you should ever have to replace in either the A500 or the A1200. One is the CLA isee above) and the other is the ROM(s). There is only one ROM in the A500 and two in the A1200. Removing the original chips is fairly easy even without a proper chip-pulling tool.

Insert a flat bladed screwdriver between the gap between the socket and the chip. Lever it up a fraction but not the whole way. Then move to the other end and repeat. Gently work the chip out of the socket.

In both cases the chips are of the dual in-line variety. That means they can be inserted either way round. How do you tell which is the right way? On both the CIAs and the ROMs, there is a semicircular bit out of one end of the chip. Also on the motherboard these bites are marked on the board. You can see them to the left on the A1200's ROMs above. If they line up, no problem. Inserting new chips is a bit more involved. Again a specialist chip inserting tool is best and isn't very expensive, though there is a way to do it with your bare hands. The dual in-line legs will initially be too wide to fit in the sockets. Place one edge of the chip legs into the socket and insert slightly. Then push the chip towards the edge half inserted. This should bend the pins temporarily towards the chip and allow you to get the other row of legs into the other side of the socket. Be careful. Don't use too much force and make sure the legs are lined up before you depress fully to shove the chip home. However, if in doubt call in a trained repair company.

### Help! My Disk Is Corrupt

Problem: The system complains that a disk is corrupt, or there are read/write errors, or files have been deleted by mistake and must be recovered. Cause: There are many possible causes, such as the Amiga crashing whilst writing data to a disk, inferior quality disks or faulty disk drive mechanisms. Solution: In these situations you need to use a disk salvage utility, the best known example of which is DiskSalv, programmed by the ex Commodore engineer Dave Haynie. Similar utilities are available from the public domain. These utilities can handle everything from recovery of accidentally deleted files to nursing corrupt disk structures back to health. Many can salvage files from

hopelessly corrupt volumes. Prevention is better than cure and the number one cause of invalidated disks is an over eager use of the three finger death grip. Resetting your Amiga before it has updated the disk structure (this will happen a couple of seconds after drive activity finishes) causes no end of problems. Minimise the risk by waiting a few seconds after the last drive access. DiskSalv can be obtained from Deltrax PD, 36 Bodelwyddan Ave, Old Colwyn, Clwyd LL29 9NP. Tel: 01492-515981 disk U437.



A Versions of Disk Cale prior to 3.0 are shareware. For many years this has been the most commonly used disk salvage utility

### Zorro Sorrow

Problem: The Zorro III card in the A3000 r A4000 isn't working properly. Cause: A Revision 11 Super Buster chip is needed for the expansion slots in these

machines to work properly in Zorro III mode. Farlier Buster versions must be replaced. Solution: A3000s have the Buster chin plugged into a socket on the board, but those in some A4000s are 'permanently' surface mounted. On A4000s it's the nearest large chip next to the SIMM sockets. On A3000s it's located to the right of the Zorro riser in the middle. It has Super Buster written on it and the number 390537-X, where X is the revision number. Seven, nine and 11 are possible numbers and indicate the revision. If you don't have a revision 11, it can be purchased from Ramiga International (tel: 01690 770304). If you're not confident about replacing it yourself or your Buster surface mounted, call Fast Computer Repairs on 0171 252 3553 to get it replaced. They do not have the chips in stock. so you will need to buy the chip yourself from Ramiga International.

### Too Many Add-Ons

Problem: The Amiga will not work at a; when a number of peripherals are attached

### Top Ten Ways to Reclaim Memory



Small amounts of RAM can be won back by closing windows on the Workbench and any other screens.

2. Close Workbench Larger amounts of RAM can be gained by closing the Workbench screen com-pletely. Most software will let you re-open the Workbench later on.

Disable extra drives Hold down both mouse buttons and reset the Amiga to access the

Any or all drives can now be disabled. Each disabled drive will free up more memory. Users of Kickstart 1.3 Amigas must physically disconnect extra disk drives.

### 4. Reduce the number

Working screens, pictures and anima-tions with few colours use less memo ry than those with many colours.
Workbench colours can be reduced with the Screenmode options of the Prefs section. Other programs have similar options

Fewer pixels use less memory, so switch to 'low res non lace' for the maximum saving. NTSC mode can be used instead of PAL for extra savings Overscan mode (extra height and width) should also be turned off.

6. Close other programs
The Amiga can run a number of pro-grams at the same time, some of hich may be run automatically during unused program and open another, the original one will still use some memory, so close it down with the Quit the program)

7. Bypass the startup-

Hold down the CTRL and D keys im diately after reseting the Amiga. This will halt the Workbench startup-sequence. Users of *Kickstart 2* and down both mouse buttons during reset) and select Boot With No Startup-Sequence. Now type the following, pressing Return after each line

u may have to type in the 'assigns' yourself in order to run the required program. See the panel on Assigns for further details.

8. Detach extra peripherals speed them up. Unplug any peripherals that you are not using, but only do this when the power is turned off.

9. Use virtual memory Some programs have a 'virtual memo-ry' option. This uses disk space to temporarily store data that would oth erwise occupy RAM. A dedicated virtu-al memory system called VMem is available from PD houses. VMem requires a Memory Management Unit (MMU) which is built into 68030 and 68040 processors.

10. Assign the T and ENV drawers to the hard drive instead of the RAM: disk This requires some alteration of the startup-sequence, and some knowled of how the Assign command works. See the panel on Assign for more info chip is

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specification unit than the modern A1200 units. A second hand A500 supply is a cheap option that may suffice If a serious increase in power is needed then Datel's Goliath 200W power supply will solve the problem. It retails at £44.95 plus £2 P&P You can phone Datel on 01782-744707.

(RAM board, hard drive, genlock etc).

Cause: It's likely that the nower supply

Solution: A larger power supply is need-

can't deliver enough current to drive all of

**AGA Game** Compatibility

Problem: An old game works fine from floppy but not after being installed on an

Cause: The game is not AGA compatible. AGA Amigas act as if they are ECS machines until the Setpatch program is run. This is

contained in the hard drive startup sequence and so it's not run if the game is booted from

Solution: Temporarily disable the AGA chipset. Hold down both mouse buttons when you reset, and select Display Options followed

by Original, Use and Boot. **Jumbled Keys** 

Problem: The keys on the keyboard don't match up with the letter and symbols that

Cause: The keymap being used is different

from the keyboard type.

Solution: Try the preferences program the country type to British or whatever is the

relevant option If you can't find the right one then look on your original 'Extras' disk for the correct

keymap for your keyboard. If you still can't find one, then a call to a PD house is in order. They are installed in

Stew South Section >

A II you have a British keyboard but the American keymap selected. some keys won't match typed output. The solution is setting the correct knyman via the Workhoach lanut Profesonces. Devs:keymaps, Alternatively, 1.3 users can use

the Setmap command in the startupsequence. For a British keymap, enter the line: setman ob

### Not Executable

Problem: Files downloaded from bulletin boards and from PD disks will not run. They have letters such as LHA. DMS and ZIP on the end of their filenames.

Cause: The files are software archives. They usually contain a multitude of files that make up a complete software package in the

Solution: The same utility that made the files is needed to 'extract' them. LHA files need Stefan Boberg's LhA: DMS files need the DiskMasher utility: ZIP files need UnZIP: these are available from PD houses and BRSs.

In the case of PD houses, they usually do a disk full of all the common archivers. A good collection is disks U695-U697 (3) from

### Please insert volume X in any drive

Problem: A requester appears saying "Insert Volume X". Cause: Application programs need to load in extra files for certain functions, and they need to know where to find these files. Applications are directed to specific file directories by a system of 'assigns'. This is most relevant when dealing with software installed on a hard drive. If an application is not directed to its accompanying files, it will ask for the user to insert a disk (or volume) on which

it expects to find the files. However, on floppy-based systems, this is a common request and merely means that it needs you to swop disks in order load certain files.

Solution: The 'volume' that is being requested must be assigned to a place on the hard drive. For example, a program called HappyCalc1.4 would most likely look for certain files in a place called HappyCalc. If it wasn't assigned properly. it would ask for volume HappyCalc to be inserted. In this case, it would need to be told where the HappyCalc directory is on the hard drive. Assuming the hard drive was called HD1: and HappyCalc1.4 was installed in a sub-directory called Applications, this would be solved with a line in one of the startup-sequence scripts that would read:

Assign HappyCalc: HD1: Applications/HappyCalc

Assign ADD Libs: HappyCalc:Libs

Note that the assignment refers to the HappyCalc directory, not the HappyCalc1.4 program file. Alterations to the startup-sequence or user-startup scripts only become active once the machine has re-booted. For instant effect,

commands need to be typed into the Shell/CLI in addition. Assigns can also point to several directories. This is achieved by following the Assign command with the word 'ADD'. For example, the line

will allow the libraries in this directory be opened by the system. Alternatively you could just copy the contents of this directory into the Libs: directory and not bother with the Assign at all.





Ground Zero Software 4 Chandos Boad Redland Bristol BS6 6PF Tel: 0117-9741462 Price: £1 00 each plus 75n P&P

### **Parnet Troubles** Problem: The mouse and joystick don't

ork properly after using Parnet Cause: Parnet is rather notorious for destroying the Amiga's 8520 Complex Interface Adapter chips (CIAs). This is not always the problem but is very likely where Parnet is in use

Solution: Parnet isn't the only way to blow up CIAs up. Shorting the parallel port pins accidentally is another way. The CIAs are the number one failure component in Amigas The net result is that a CIA will need replacing If you have an A500 A1500 A2000 or A3000 then your CIAs are socketed and can simply be replaced. This is quite easy to do yourself though getting a more technically minded person to do it for you would be helpful. The CIAs can be bought for £10.99 from First Computer Centre at Tel: 0113 231 9444.

The had news is that if you own an A600. A1200 or A4000 then you will have to pay the Could not open x.library

price for Commodore's cost cutting. These models have surface mounted CIAs and must be replaced by a repair company which is going to cost many times what it would cost if you could change them yourself. One such company is Fast Computer Repairs on 0171-

### Startup Troubles

Problem: Don't know how to modify the

Solution: The Startup-Sequence is script. A script is a list of programs that the Amiga should run sequentially. This script in particular is run when your machine is first booted. The startup-sequence itself should not be modified. There is another startup-sequence

designed to be modified called the user-startup script. To make changes to this script, you need to use a text editor. One is supplied with Workbench as standard with your machine and it goes under the name of 'Ed' (have these guys no imagination?). In order to use Ed. you'll need to be in the Shell/CLI and type something like

Ed Sillser-Startun

# is "Taxes hard drive... do not delete anothing! Thanks." Each of Lines added by Personal Paint

A Show here is 'Ed', the standard Workbeach text editor, with a User Startap script loaded into it. The script is run on system power-up. This is where software installers will often add design commands too.

If the script doesn't exist, a blank one will be created. If it does, you will see it appear in a new Ed window. Some simple but very useful changes you can make regard the Assign command. See the panel on 'Please insert volume x' for details. Most software installers will make changes to this script for this purpose and you should see their signatures in this script if you have run any in the past. A good book on AmigaDOS counted with some experimentation will go a long way to turning you into an Amiga expert in this regard. At a minimum, it can't hurt to have a look now. can it?

Tony Horgan and Mat Bettinson

lem: Programs complain that they can't find or open files or just exit dur-uding with no explanation. SE: Many programs including games, require other support files to work operly. They may need libraries, fonts or other executable programs. If they property. Timey may need uncares, vinots or other executable programs. It ways can't find these files, the results depend on how well the program is written. Some will report exactly what they can't find and the version they require, while others will exit without saying a word. Even worse, some may even craw. Solution: If the program has told us exactly what it requires then it's simply a

SOLUTION: If the program has tool us exactly what it requires then it is simply a matter of putting the requested file into a place where the Amiga and the program can find it. Fonts should be in the Fonts: assign (see previous assigns explanation), libraries in Libs; and devices in Devs: etc.

For example, if you had booted your machine from Workbench or a hard drive, nd then tried to run a floppy disk version of HappyCalc, you may get the mesand then tried to run a floppy disk version of HappyCalc, you may get the mes-sage "Can't find HappyCalc hibrary". This is because the Amiga is looking to the libs section of the boot disk (Workbench or the hard drive in this case). The file is on the HappyCalc disk in a directory called libs, and would need to be copied into the libs directory of the boot disk with the following command:

opy df0:Libs/Happy.library Libs:

That's fine if you're told which file the program can't find. Otherwise, you'll need to get hold of a shareware utility called SnoopDOS. This can give you a list of all the system function calls made by a program, and whether the calls were successful or not. If a program is refusing to function then it's very likely that SnoopDOS will be able to track down the problem. It can also be an education in what goes on behind the scenes with your Amiga. SnoopDOS is available from KT's PD, 75 The Drive, Rochford, Essex, SS4 100. The: 01702<u>-542434, Disk U492</u>. Price .90p + .75p P&P

### Ten Do's and Don'ts

Do ...

- 1 Make back-ups of all your impor-tant software and data.
- Wait for disk activity to finish before ejecting a disk, reseting or turning off the Amiga.
- 3 Take care of your floppy disks and keep them in a covered box when not in use
- Use a virus checker regularly, or Use a virus checker better still, put one in your WBStartup folder on your hard drive
- Turn your amplifier or speaker 5 Turn your ampiritier of specific system off before you turn your Amiga on or off to avoid a damaging 'spike'.

### Don't... Put drinks near to your Amiga. A spill can be very costly.

- 2 Attempt hardware repairs with the power switched on.
- Remove peripherals when the power is turned on (this includes mice, printers, monitors, samplers and anything else you might have
- Put unshielded speakers close to your TV or monitor.
- Worry, it'll all be all right in the end.



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# **How Do They Do That?** CD-ROMs

Just how do you make a CD-ROM disc and what does the future hold for this popular medium?

D-ROM technology has exploded onto the Amiga scene. Cheap CD-ROM dries from Power Computing and Overdrive have lead to an unquenchable demand for CD software and it's increasing by

the day. But how do you get over

The Future Even though CD-ROM has only really taken off as a mass market media in the last couple of years, it's been around almost as long as audio CD. What guaran-tees do we have that it won't become obsolete ithin another couple

they can respectively trans-fer approximately 400k or 600k of data every second. The names double and quad

over the first CD mecha-nisms, which are termed single speed. In the very near future, next generation of CD drive technology will appear: six speed drives. In fact manu-facturers Plextor, NEC and MediaVision have already announced such models and are now shipping ther to dealers. These all use a work on an Amiga with a suitable SCSI interface (such as the Squirrel).

We've tested the Plextor drive and it works wonder-fully – we'll bring you more results next month. These six speed drives have transfer rates of over 900k per

600Mhs of data onto a 'read only' disc? All will be revealed

### How it works

As far as your Amiga or CD32 is concerned, a CD-ROM drive is just like any other device, such as a floppy or hard drive. The only difference is that unlike a floppy

Compare this with the 600k per second and 200 millisec-ond access time of top of the range quad speeds! Even bet-ter, their prices look like being only slightly higher than those of current quad speed models. The NEC drive for instance will be available. speed models. The NEC drive for instance will be available from Silica (tel: 0181 309 1111) for just £299. However it doesn't stop there. Teac (tel: 0923 819

However, before you rush off and open a new bank account to start saving think carefully about what you want from a CD drive. Faster CDs will mean faster program and data loading time but you won't get any better video or audio playback speed, and the same is true of games that spool animations directly from the CD. This is because these types of data are loaded at a predetermined speed (set by the authors) and not at the fastest speed the drive allows.

If you do a lot of program If you do a lot of program loading or copying from CDs (a PD library perhaps) then these faster drives are definitely worth it, but if you're into VideoCD or music playback you're just as well off with your double and quad speed models. or hard disk the computer can't write data onto the compact disc Just like floppies, CD-ROM discs can be created in AmigaDOS

MS-DOS (PC) or Apple Mac format. AGA Amigas can read MSstandard, and older Amigas can do the same with the help of software such as CrossDOS

Data for a CD-ROM is compiled on a writeable medium, typically a hard drive. In the case of a pilation, a set of directories and sub-directories are arranged on a hard drive, which contain all of the data and the files needed for the CD to operate properly. A gold master CD is pressed from this. which in turn is used to mass produce thousands of silver CD-ROMs. However, compiling something like an interactive encyclopedia is rather more tricky. In this case it's best to use an authoring system, such as



The Amiga has a good selection of professional multimedia authoring systems, such as Scala, MediaPoint, HyperBook and Interplay

Interplay is the only one of these that's specifically designed for Amiga and CD32 CD-ROM development, and includes many

A Read about life in prehistoric times with Insight Dinosaurs. This CE and Insight Technology was complied with Interplay.

features to avoid the common

Titles such as Insight Dinosaurs and Insight Technology were created with Interplay, and although they've both been around for a few years now, the foolproof interface is still unmatched by some of today's

Interplay (£995) meant that it was out of reach of all but committed professionals, but it's about to spawn a couple of new, improved systems at far lower prices. MultiMedia Experience, or MME for short, is actually billed as being more powerful than Interplay, but is to go on sale for £39.95, which is quite a reduction from Interplay's original price tag! features will not be present, and the slant will be towards lowerthe other hand, its big brother MME Pro will include features for CD-ROM construction, as well as extra facilities for point of sale and interactive TV systems

MME and MME Pro are due for release within the next month or so. For more information on these systems, call Optonica on 01455 558282.

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"Very clever indeed" Rated 88% The One Amiga

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# **ScreenScene**



admit I was surprised about the amount of games we had in for review and preview. It just didn't seem like the

summer. But here we are again and the sun has definitely been turning our little Amiga games pond into the seasonal desert. Although prospects remain good for the rest of the year, it's all happening in the Autumn, so hopefully September's issue should see a bit of a pick-up.

But if the software lacks quantity it

certainly does not lack quality: Colonization and Sensible Golf are the stars of the show as far as I'm concerned, and there are some top budget games too.



You may have noticed on the front cover that we are now incorporating The One. If you haven't then you should have noticed Matt Broughton, their ex-deputy editor's news column. As you read on you'll find that, courtesy of this little arrangement, we've re-introduced a small tips section, back due to popular demand. If you want it to stick around this time you'd better start writing in to Mat with problems and solutions, hints and tips. If you really like it we can increase the size of the section. so get writing now! Alan Dykes, Editor



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in ar

# **Primal Rage**

For those who haven't actually seen Primal Rage in the arcades it's about time we gave you an idea of what the game is all about ...

t's ironic that Primal Rage was originally developed by a Hollywood SFX team. Why? You see the story behind Primal Rage is that a massive earthquake comes along dations. In the process of doing so it releases seven prehistoric monsters with gigantic, millions of years old hangovers. Not your average dinosaurs mind, these ones allegedly have a high IO were originally gods and have

Wire frame wonders What you'll see on your Amiga screens next month was

originally animated and created using hinged joint models

to create stop-motion frames which made up the action. This is an example of one of those used. Full scale model

mock ups were based on these skeleton structures

black belts in reptilian and ape

The irony lies in the fact that an earthquake did actually shake Hollywood at about same time Primal Rage was being finished. I bet they weren't so clever then. those special effects gurus.

#### Arcade game If you've played the arcade game

you'll see just how well this snecial effects team has done, so well in fact that we spent the last two month's work in progresses

telling you how Probe intended to fit a 32Mh arcade giant onto three double density disks This was

achieved by cutting down on the amount of frames per animation, colours etc, but without losing the essential look and playability of the game.

For those who haven't seen it in the arcades the screenshots we've shown the Mega Drive version, from which the Amina version is being

sourced (the chip and basic code being the same for both machines) and then, last month, from the Amiga version itself.

The game will have one and



eight colours and shading. I do

get through the seven creatures to get into a bonus round and finally the final. The fights take place over a variety of backgrounds which represent the territory you are conquering. The playing area is twice the

size of the screen and scrolls left to right to reveal other parts. In two player mode the humans are represented by





▲ The Primal Rage team of Hellywood special effects experts poorly imitating their creations. Working near the San Andreas lauft must have added some realism to their effort.

#### Our Zoologist says ...



In an attempt to find out if this sort of lark could really happen we asked an 'expert' for his opinion. Dr. Brian Van Hogg is professor of Zoology at the City Pride in London: "It's extremely unlikely that seven large creatures would be released

"It's extremely unlikely that seven large creatures would be released from a form of cryogenic storage in the earth's crust by an earthquake. For a start we would have already found them with satellite scanning, mean they're hardly small are they?

"umma wimin" mean they're hardly small are they? Scientists have recovered cells which are millions of years old from a mosquito that was trapped and preserved in tree sap, and a printionic man has been found in a glicilor tree sap, and a prohibitoric man has been found in a glicilor spe would come back to life, aven if he is a god. Anyway, what do you think would happen to something's brain if it were frozen in time for a couple of million year? It would hardly come back from an premature grave flighting if it and ready to rip the guts out of an old ser invented Prima Rage needs to take or rest. God knows

what their twisted imaginations will come up with next."



A Turige and Bloard against a volcanic background.

'globes', and whoever amasses
the most globes becomes the
overall winner.

#### Finish it!

At the end of each round, when one or the other creature's power bar has been depleted they become temporarily stunned and the ubiquitous special 'finishing move' comes into play. Here you will be awarded more points for better combination hits.

\*Primal Rage is beginning to

shape up very well on the Amiga and should certainly competed with the speed of other conversions on A1200s, though it will also be playable on the A500600. It is due to release in September and we should have a review of it next month. Will these dinosaurs beat the pants off *MK*'s mutants? We'll have to weit and see. ■

#### Ladies and gentlemen ... those wacky, prehistoric Primal Ragers:

In the coin op all seven characters' moves are activated by a jospitick and four buttons. According to a classed left Paul Buffon who's averybody's mate here at EMAP, in Primal Rage, unlike Streetfigher's 2m of the Mrg games, you use the button combos before you swivel the joystic to initiate the special moves. This would explain why the control of the control of

Blizzard The ape with the long arms. Unusually for the ape world he is blue, but is so large I don't think anyone would argue the point with him. His special moves include the Ice Geyser, Cold Breath, a Mega Punch and a Punch Bag.

Talorn An orange and black dinosaur, small, but capable of fast manoeuvres and equipped with vicious ripping clavs and a feathered head. His moves include a Jugular Bite, a Face Ripper and the Brain Basher, so he doesn't get too much abuse about the feathers.

Chaos Better known in this office as the curry and lager monster. His moves include the Fart Of Fury, the Power Puke, the Flying Butt Slam (it's all true!) and the Ground Shaker. Another ape-creature but smaller and faster than Blizzard.

Sauron This yellow T-Rex is anything but a coward. Apparently he's a music fan too with a special move called the Primal Scream. Other moves include the Earthquake stomp, The Cranium Crusher and the Leaping

Armadon Looks like one of those tricetop ... tricedo ... tricep ... or, whatever - you know the long ones with the disk-like spikes all the way along its back and tail:

Except he stands up straight and engages in Hornication, Flying Spikes and Gut Gouging tactics.

Vertigo Snakes were not meant to be this far off the ground, hence the name. Vertigo is a reptilian 'cobrasur' with special moves including the Venom Spit. Scorpion

Sting and Voodoo Spell, using his snake-like fangs and scorpion tail.

Diablo A small Dinosaur, but fast as lightning and with some pratty hot moves, including the Blow Torch.



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# Colonization

■ Price: £TBA ■ Publisher: Microprose © 01454 326532



No potatoes! What do you mean 'No potatoes'? The Irish will starve. That does it. I'm off to discover the New World and bring back a pound of Maris Pipers!



simply idea in theory but, thankfully, much more involved once you get going. Set sail in your little ship, bump into a bit of land that rightfully belongs to someone else, and then claim it as your own. Ah, the American way ...

Of course, you're not the only one looking to adopt these new worlds, so don't be surprised to find the Spainsh Inling in your new back garden. And of course there's only one option available in such a situation, and that's to beat them up. To start with they'll leave you alone, being content to just threat en you, so back off. build up your military forces, and then steam in for a good Sicking, Hurnall I

Like Civilization, Colonization is viewed using a top-down icon



A Doce year production is up to speed, why not make some extra desh selling stuff back to Europe, Just watch out for the tax man!

graphics system. This game, however, is more to do with the discovery and development of the American continents during the period 1500-1800. This means that you can choose to either take part in the discovery of the New Worlds, or select to play over a random world – facing a totally different challenge every came.

The aims set in Colonization are a lot more focused than in Civilization, simply because you're concentrating on just one world (as opposed to Alpha Centuril) Of course, to succeed at this you'll need not only some impressive resource management skills, but good military judgment and a strong colonial presence to back it.

An first pash, the university of the control of the

A Pick a careec, any careec. What'll it be — pig farmer or lamberjack?

The hardest section of the game is probably at the beginning, where the task ahead appears a bit daunting. Fortunately, once you've got the hang of the system of supply and demand, along with having found occupations for all of your colonists, things settle down, and even take care of themselves (to a degree) leaving you to explore your lands and meet lots of new friends or foe.

#### Colin...

Initially you need to use your limited supply of colonists to produce the most important products and items, so

get to the town screen and make sure that you have farmers and fishermen to supply the growing settlement, while lumberjacks and carpenters supply and build facilities, respectively. Once you've got that in hand you can start splitting extra settlers off to start up the luxury trades (ie rum!)

When you come to positioning towns and settlements, it's important to make sure that you build around natural resources. Forests for lumber, natural crop growth and mineral deposits will all help to get your colonies growing a lot quicker, not to-mention providing them with the necessary programment of the providing them with the necessary grows and the provides to the provides the provides the provides the position of the provides the position of the provides the provides the position of the provides the position of the provides th

them with the necessary raw materials to produce trading goods. There are a number of less obvious resources to be exploited, such as gold, horses, cotton and tobacco.

Just keeping the colonies going might seem enough to keep you busy, but you then have to think about competing with the other three computer-controlled nations who are busily trying to do

much the same as you. And there are also a fair old number of tribes who might take offence if you have a quick wee up against one

of their sacred temples. When it comes to combat, it all gets very strategy game-like in as much as you really have to study the statistics and work out what your chances of success are. As well as measuring how many units you have against how many your opponent has, you also have to account for bonus percentages awarded due to circumstance. For instance, if you attacked the entire Tupi nation with a veteran soldier unit, you'd receive a fifty percent. plus bonus. However, if you were attacking them over rough ground. they'd receive a seventy five percent bonus due to their knowledge

Your best strategy is to be as friendly as possible with everyone, until you've had the chance to train



Though the plan is to become independent, to start with you'll have to swallow your pride and pop back to blighty every now and then.



▲ "Hi. I'm founding father, Henry Hudson, and I go like a privy door



#### A. Hi. My name's Matt. You're a pretty little thing. Oh you're a bloke. Right you are. Sorry about that. (Dob!)

up your folks to the point at which you know you can handle any trou-

#### I say... In the same way that you pro-

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gressed in Civilization, as your towns grow in Colonization it's worth making sure that you have decent defences against any would-be attackers. Once you feel relatively safe from the outside world, you can start to invest in new buildings and bigger factories These will allow you to speed up the production of commodities such as tobacco, fur coats, and cotton, giving way to wagon tracks to villages to facilitate better trading conditions. If things get groovy. you can even invest in new ships to enable bulk trading over a greater distance with increased speed You need to keep track of the varying prices of commodities throughout Europe, as it's very important to set up good trading relations early in on in the game.

As with any colony management game the first things to concenyou can start to sell the stuff off for extra wonga. You can be as organised as you want, and once you've made friends with a particularly heavy-smoking tribe, you can even build simple road systems between towns to allow for easier

#### ...Shun

and faster trade route transport. The game is shown in a fairly crude graphical style, although key



A Apart from being damn attractive, the game system also has an

Out in a world of your own ...

The Amiga windows system works like a dream throughout Colonization. In fact, it works so well that I'd like to take you on a little tour around one of the most important screens in the entire game. Pay attention now!

Loading: Caravel

heir professions, and now much food you have in stock. It also gives a percentage to show how rebellious they're feeling.

This panel shows all of the possible commodities, along currently have in store

of things, including the goods you're currently producing, the military and any new buildings being, er ... built.

factory for major production fun.

3) Tobacconist; yep, fags a-plenty in this house.
If you like cancer, you'll love these.
4) Weaver; if you have a decent supply of cotton, this location will maglically transform it into cloth and textiles.

Blacksmith: this can actually be expanded into in entire iron works, but even at its smallest ize will be able to produce valuable tools for

size will be able to produce valuable tools your happy folks. 5) The Carpenters: why do birds suddenly appear, every time, you are near? Just like me, they long to be, close to you. Ahh, ah, ah —

close to you.

7) Town Hall: turn colonists into statesmen and you'll be awarded a Liberty Bell. The more bells you have, the quicker you'll attain independence.

moments in the game (such as major discoveries or meetings with new and important natives) are illustrated with sepia-toned stills. This weak presentation isn't really

too big a problem. though and once you've played the game for more than fifteen minutes, chances are you'll probably be more worried about how your little colonists are coping their sprite scale. The Amiga's window system is utilised extremely well, and

the sound is superb:

featuring tons of perky tunes and authentic tracks. The foading time is also acceptably short, and it's certainly not something that's a big enough problem to make me

warn you away from the product. As the years roll by, you are offered the chance to invite certain key figures, or Founding your colony. Depending on these Fathers' specialities, their presence will affect the way in which your world runs. Enlist the help of a great farmer and you can expect your crops to multiply like bonkers, while great explorers will increase the output of your fur trappers by 100 percent. Gosh. Colonization is a relatively

original slant on the god sim genre and well worth purchasing, in my opinion.

Matt Broughton

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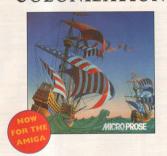






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# Sensible Golf

#### ■ Price: £29.99 ■ Publisher: Virgin © 0181 960 2255

Sensible have been on par with football and war games in the past. but will this swing at the golfing genre give them a slice of the action or will it be banned from the club?

ensible have re-invented golf. Not as a pretend version of the real thing, with

ncreasing reality provided by 3D graphics, helicopter flights over the hole (yeah, my mum hires one every Sunday for a quick round of neighbours have been complaining about the noise recently) and advice from digitised pros with tinny voices. They've re-invented



A 72 human players can participate in a terrnament

it as, shock, horror ... a computer game. The sprites are odd looking and totally out of proportion, the fairways are, quite frankly, ridiculous and it's joystick controlled.

But the good news is that it all holds together. Sensi Golf is a very playable and enjoyable game with Cannon Fodder-like characters, an ultra simple control mechanism. 13 clubs and a little map reached by flicking the joystick. pressing the fire button and swearing a lot. This map appears in the upper right hand corner of the screen and can be reached, theoretically, at any point on the fairway. Needless to say when you get to the green the map is

no longer available. The reason for my reference to swearing is that the map is sometimes a bit reluctant to appear. This has probably more to do with

the joystick and joypad I was



A Elvis lives, and with a little help from those famous jiving hips places his first shot nicely on the fairway

using both of which. were well worn, than the game, but this does illustrate the its unconventional reliance on joystick only. Turbo or autofire modes will need to be switched off too, they make it

unplayable. However, if you have a friend who's new to the idea you can seriously damage their game by subliminally sabotaging the joystick's auto fire button every time

#### you hand it over Seventy two

And you can hand over that joystick up to 72 times if you like. That's right, 72 human players can play Sensible Golf. In groups play as part of a season or tournament and golf for days, weeks. months even. By saving all the player stats and results this could technically go on for ever. If you have that many friends.

For variety's sake you can also

Dut of bounds! Again! The scaling of the graphics makes very difficult to judge a shet from between or beside trees. Frustrating trousers and shirt colour of each character but, lo and behold, femi-

tan skirt.

nists get out your cardboard placards, there are no wimmin. This is blatantly sexist and as far as I'm concerned a bit of a humour oversight for Sensi too. Imagine the chuckles that could be raised by woman's clothes, and the option would have pleased the Scots too

#### with an option to kilt up wi' a tar-Got the power

Where would a golf game be the ball? Stupid question, Sensi have opted for a speedometerstyle round dial to control a shot. Compared to the smooth and

#### change the hair colour, skin tone, Flexing those green fingers ...



Shooting the ball short of most difficult part of Sensi is not really getting the ball there, it's sinking it. By comparison with the trolled little speedo lacks sensitivity, so short shots rim, so to speak. The arrows on the green sometimes get confusing too especially if you are trying to plan a long distance shot which goes up different planes

#### Out of bounds ...

Like Cannon Fodder, Sensible Golf is all about having the confidence to take risks. Finding the right route to a hole is the key to success and









fairly precise gauging on the power bars and dials of more conventional golf games this is a bit too cartoonish, but it does fit the game's Cannon Fodder-like graphic style perfectly.

Taking a shot with a particular club is affected by the type of terrain you are shooting from. If it's on the fairway the shot area at the bottom of the power dial red gives you as afe shot, yellow will give you some curve or slicing on the ball) is fairly wide, if you are shooting from rough, semi-rough or a bauker this 'safe' zone is a bunker this 'safe' zone is a bunker this 'safe' zone is a short side. If you never the fire huttom invested with black on each side! If you never the fire huttom.

clip the ball and drop a shot. The club you use also affects this. If you try, for instance, to use a three iron in the rough these black areas are massive and the chances of you hitting a direct, decent shot are very, very slim. If you use a pitching wedge the black zones are very small and your chances are increased.

in the black area you will simply

Because of the way the various courses are set up, some of which have massive bunkers or water traps, and the vagueness of the power dial, choosing the right club for the job in hand is essential.

When you start a new hole the





A You can select the colour of each player's hair, shirt, trausers and skin tase.

default setting has your player aiming directly at it, but this is very rarely the best way to shoot. The first thing to do is call up the map (swearing) and plan a route. You can choose to be adventurous, relying on lightning fast fire button reactions and power disjudgement and the biggast club available or pot to be safe and conservative using the maximum distance for each club as a guide

to where your ball will land.

#### Tournament In the end though it's all about

getting there under par against your opponents. There are four levels of computer opponent; easy, medium, hard and wicked. Fasy players are strictly.

Easy players are strictly amateurs, missing obvious shots. Wicked players rarely miss a turn. But the best part of Sensi Golf has to be playing it with some friends. You can play a round with up to four people, a combination of humans or computer players, using strokeplay.

matchplay and betting on skins. You can all enter a season's worth of play or a fournament against the remaining amount of human or computer players (there is a maximum of 72, and you can have any combination of humans and computers) and receive seed-and computers) and receive seed-

ing updates after each round. It's such a simple game, but at the same time so all encompassing. Purists will probably disregard is as being too unrealistic but Sensible Golf is great fun to play.

The graphics may be more arcade like by comparison to PGA and some of the holes are pretty screwy, but with 25 courses to choose from, ultra-simple joystick operated control and the





A. The box above left contains information on the distance to these, the lie of the ball and year clubs. The one above right shows the power dial for shooting with a live iron from the rengh. The red strip is a safe shay, relidor in a size one thick in a miss.

if a situal results are supported by the support of the support of

The sound effects and music are up to Sear's usual standard though, the verbal exclamations and the text that pop up regularly are fun, but can be annoying sometimes. They can be switched off, which I had to do in the office after frayed tempers spoilt my sixth round of the day, but if you're playing rather than spectating they add immensely to the game.

add imminishely to the game. Sensible Got has very few. Flavs. In a world of apphisicated sims if is a welcome breath of tresh are but may be too plain for punishes and got a mote. It is bigging for punishes and got a mote. It is bigging for the post of the punishes of the tresh and for the punishes of the post of the punishes the post of the punishes sense and sense and sense sense and sense se

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	playability 81%							
A2000	Great fun for un							



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G TOOL GUIDE

# Player Manager 2

#### ■ Price: £19.99 ■ Publisher: Anco ⑥ Tel: 01322 292 513

Football management games are like washing powder. There's always a new one on the market but it's never that much different from the rest ... will Anco's new formula break the mould?



a hotspots on these tasty looking menu screen



▲ The scent can look for up to three players at once but according to how specific your instructions are and how good be is at doing his job finding a player can take anything from one week to a few months.

e took our copy of Player Manager 2 around to several local housewives to test it out. A week later the results

out. A week later the results proved that it did indeed get their teams higher up the league than any other known brand of football management sim. However, this could have something to do with the fact that you start off in division two, unlike most games of this lik where it's just an option.



▲ There two types of coaching, Group coaching places more emphasis on individual training where as team training, Well, you can probably guess



A If you're a bit of a softie you can treat the lads to a heliday. I wasn't standing for any of that however, and put them on heavy training instead. Work makes you free after all and I keep a firm grip on the wallet

# In the running The look and feel of Player Manager 2 is similar to On the Ball, which, if you're not familiar with, is basically more accessible and arcade orientated than the likes of Domark's Championship Manager series or Gremlin's Premier Manager titles. It's clos-

est to Audiogenic's Super League Manager though, as you can actually play games via the included Kick Of 3 game engine as well as manage them.

As a newly appointed manager and still international player of a second division team the aim is to create a team capable of winning promotion to the Premier League as well as challenging for



fatchtime. Either view just the score and key moments of the game or play or watch the proceedings from all the fear views available

Spengerskip
The all the Secretary Secre

A. There are a number of sponsorship options but when playing in the lower leagues it's best to take sutright cash payments rather than rely on the add sonal income that the good cus rus oution offers European honours. There's a more divist in that as well as more general opposition you are directly playing against three other managers who can be either computer or human controlled. Expect these guys to give you grief in the papers at every opportunity. You can also call upon Alan Hanson for advice but whenever I played his

comments were about as reliable as someone desperate to sell you some life insurance..

#### Part of a team It's odd that you're a player who's

It's odd that you're a player who's only 28, still an international and yet a manager. I could understand if you'd suffered an injury but this isn't the case and every so often you have to depart with the rest of the international squad. This leaves your team in the thick of it, as to begin with you're by far the best player in your squad.

Commencing in the second division rather than the third with the real dregs is a good idea, at least the team you begin with are semi decent. Teams from all four divisions are present but it's a poor show only having 16 teams from each. Anco have presumably done this to increase competition and, because of the way the tions work this no doubt makes sense, but it does detract from the overall reality of the game as Premier League teams are forced to take place in the lower rounds. of both the League and FA Cups.

#### **Great tactics**

Options wise all the regular footy sim features are present, from dealing with sponsors to creating new tactics and carrying out detailed training programs. Dealing with players forms the game's crux of but there are limitations put on these aspects. For instance, you can only renew one contract or buy one player per week and there's no option to give a player a free transfer someone has to buy him no matter how piffling the amount offered. Neither is it possible to say, buy a player for money as well as conducting a player swap These aspects are irritating.

Each section of the game from the board room to the manager's office is represented with artwork featuring a number of hotspot options scattered around the room. The actual layout of these screens is somewhat poor at



A Siving each player a decent team talk with regards to tactics can give them a considerable boost. Don't bother to listen to Alan Rensen's advice though. Monestly, my gran gives out better pearls of wisdom (and



#### A This is where you'll find detailed into on your squad, renegotiate contracts, out players on the transfer man

times though. For instance, when bidding for players there's no indihave to spend. It's a case of screen and going into the The tactics editor is nothing

short of amazing, a vast improvement over the likes of Sensible United - The Double. Not only can tactics be created from scratch it's also possible to move players anywhere on the pitch. and by that I mean pixel by pixel rather than the usual box to

#### It is worthy

Player Manager 2 has great depth and lastability and this is reflected in the fact that if you take the time out to develop giftsom and take on major monetary crap he tends to remain that way

Anco have produced a second game worthy of the name Player Manager. Realism, lastability and playability were the hallmarks of the original and PM2 has upped these stakes. If you are as interested in creating and implementing tactics, like a real player-manager, as you are in the

mountains of statistics which dominate other management games then this is the one for you. It also doesn't suffer from those odd German translations which confused On the Ball. **Martin Davies** 

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# **Timekeepers**

Price: £12 99 Publisher: Vulcan @ 01705 670269

It's Time Cops, converted to the Amiga before any other format! (Er, no it isn't actually, it's a non-budget budget game from Vulcan.)

nly £12.99? Surely this game should be in the budget section? Nope folks, this little belter is part of a new series of direct mail games from Vulcan Software, and they went to great pains to get us to stress to you that this is not a BUDGET game. It's a low cost full price game apparently.

Anyway, regardless of the price, Timekeepers is all about a bunch of tiny cops who have a desperate mission. They are a carefully chosen futuristic police force who've been sent to protect the 4th dimension from a chan called

Wilhelm, a psychotic warlord trying to destroy Earth. In his bid to muck up the planet he's hidden four nuclear devices across four different lands: Hieronymus Land in 2 million BC, Medieval Land in the year 1245. Vietnam land in 1966 and Space Land at the turn of the century. It's up to you and your band of merry bobbies to work your way through each land and get to the nuclear devices before our gorgeous globe goes boom.

#### Lie of the land

Valhalla series will feel at home This is a completed level with TimeKeeners. It has the tondown perspective look and feel of the Valhalla series. Like Valhalla, it is a puzzle game but the similarity ends there. In TK the puzzle element is not of the 'find the chicken leg, cook it and then hand it over to the hungry soldier to receive a key' type: the page is a lot faster

At the beginning you are faced with 14 little men running frantically to and fro at the bottom of the screen. Your object is to move them to the top of the level, which is roughly five screens up. to defuse the bomb. To do this you need to scroll through the screens to check out the lie of the land and plan ahead where you need to get to and the best way to get there.

#### Control freak

There is a control panel at the bottom of the screen which contains commands. These must be placed in front of the soldiers to get them to go in a specific direction, operate something, jump or fight. Use the mouse to select the icon you want and click to place it on a tile. where it will remain until replaced or blanked.

Starting off each level at the bottom and scrolling up through to the end of the the screen you'll be able to spot exactly where the flashing orange circle is that you need to get to. But before you can send your men on a homeward bound journey, you've go to do

Each level and world has its own seemingly unsurmountable obstacles to contend with, It's not easy, you've got 14 men and all you can see in their path are ponds of molten lava, broken bridges, angry looking creatures, closed off passageways and plenty of strange looking levers and boulders. The



Where to get Timekeepers Timekeepers is part of a new collection of direct order low cost games from Vulcan. Called the mail order mini-series they hope to release a new game every few months on the label. If you want one of these titles you can conon the label. If you want one of these titles you can con-tact Vulcan Software at 72 Queens Road, Buckland, Portsmouth PO2 7NA or call their credit card hot line on

hest way to find out the easiest route to the transporter is to send one man on ahead to open up passageways and fix bridges, thus making the way clear for all the other chappies.

Normally, this involves pressing a lever or two. But be careful: press the wrong lever and your unfortunate cop could get swooped up by a rather nasty eagle, for example, who carries him off to oblivion. Sometimes. though, these eagles come in handy as they can carry you over to otherwise inaccessible areas.

The sound is quite good, though the sargent major barking orders and various screaming bad guys can shatter your nerves. A handy save game feature and the option to go back to the point where you had the most men alive also prevents hair pulling frustration

TimeKeepers is-an engaging puzzle game that should keep you engrossed for a while. At this price it's worth a look. Lisa Collins



▲ Only one man left and I've got to face some buddies and a broken bridge. Yikes!

#### It goes something like this ...



is made up of about 5 screens The path to the flashing orange circle is mapped out using directional arrows to make sure that the cops don't run into any lava and die sure they leap over any obstacles like walls or rivers of lava. Before this path could be set up had to send one bobby ahead to open up all the passageways (usually done by operating levers). Once you've set

the path up you can then get all the men to follow it straight to the end. In later levels it gets a bit tricker and you might have to quickly change directions to get around

#### Commands 1: Undo a command

- 2: Go up 3: Go down 4: Go left
- 5: Go right 6: Wait a little while
- 7: Jump 8: Operate on an item 9: Attack any foes
- 10: Freeze game 11: Go to earlier levels
  - 12: Load/save

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packaged together

3. The quality of these Ishar: where it all became games is unquestionable - the the 90s when they first came out. If you are an RPG fan and by some cruel twist of fate haven't

In case you've been in exile for the past couple of years here's

#### The original

In the beginning there was Ishan Silmarils had created a break-



Ishar 2: Those two don't look pleased to see me



your gang and help in your crusade. Brilliant.

#### Onward bound

eventually killing him and destroying his castle. Instead of one island you now had the run of seven ginormous islands, travelling to each one in order as you problems. But Ishar 2 wasn't more

> as a new map feature and better control panels it play. Now, rather than who you chose to be on

your crew. An excellent







Ishar 3: spot the improved colourful graphics

could lead to dissenmight get so bad that



#### Go back in time

spellster managed to reincarnate himself into the body of the last taking over this dragon completetime a lot of attention was paid to the graphics. A time travel element was also introduced which

So, there you have it, three mammoth RPGs - each one bigger and better than the last - all cerning reader Lisa Collins







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#### Cannon Fodder Publisher:Hit Squad

Price:£14.99 Three years ago if someone had suggested that a game which involved guiding a squad of mini soldiers

using a mouse cursor to direct them aim their guns and fire could be fun vou probably would have thought they were bonkers. A mouse is for adventures, joysticks are for shoot 'em uns it's as simple as that

Then Cannon



delusions. With control of up to five soldiers, who can be moved and just three weapons and a simple and very intuitive mouse control

procedure it goes down as one of the classic games of all time The settings are varied, with jungle, desert and snow cropping up and the opportunity to use vehicles like tanks and a helicopter to spice things up too. All you have to do is use the cursor to point your troops in the right direction left click on the spot you want them to reach then right click to shoot in a given direction. Once you have right-clicked the cursor changes to a red target finder and if you have grenades or bazooka missiles then you can throw or fire them by aiming with this and (with your right finger still pressing the mouse

Although your guns have unlimited ammunition, you need to pick up the bazooka missiles and grenades by capturing crates which can usually be found right beside enemy installations. You need these heavier weapons to actually blow up enemy buildings but and if you're over zealous with your fire power and inadvertently blow up the crates

containing these weapons you may not be able to finish a mission. The enemy soldiers are generally not too smart and are pretty slow to fire at you with their machine guns, but some are also

equipped grenades and bazookas and these blighters are generally a

tad more accurate and dangerous Each mission is divided up into between two and five phases and the scenery varies after every couple of missions. In between each mission you get a list of the heroes that were killed in your last adventure, and you move onto a screen which shows you how many recruits you have left, who they are and how long they have lasted (a long serving recruit gets rank badges). This screen also allows you to save and load games

The troops are a bit difficult to see on some backgrounds, most notably some of the jungle screens, but this is about the only criticism



I have. By Cannon Fodder 2 standards this game is relatively easy, but for newcomers the difficulty curve is just right. Likewise so now.

#### On The Ball World Cup Edition Publisher:Daze Price:£16.99

Originally called Anstoss World Cup in its native Germany (don't ask us what Anstoss means), On The Ball World Cup Edition caused last year receiving a Superstar award and the accolade of the 'best management game' Tony Dillon had

ever played A year on it still stands up to the test of time, although 94% for a management game seems a bit excessive, seen in fever and the superb and innovative water

throughout the game,

it's probably understandable On The Ball introduced a whole new level of player interaction into management games. With much more emphasis on player personalities, sponsorship deals and the The players are rated on their level of commitment and their temperament and this makes putting together a well balanced team very important.

You must go through the qualifying rounds, quarter finals and semis to get into the final and playing games is spiced up by



the high quality of the graphics displayed during the highlights. Unlike, for instance, Player Manager 2 there is no opportunity to play the game for real, but management only fans will not find this much of a problem. It's a complicated game, with lots to do. but the presentation is top notch and although the odd mistranslation from German confuses things OTB is probably still the most

developed manageavailable |





Flashback

Publisher: Kixx Price: £16.99 the we've all suffered from effects of the morning of the inght before. Waking up still in a drunken haze not knowing where you are or even who you are. However, the memories of the night before – getting sick into your hat, chatting up the ugly barmaid etc –

sick into your hat, chatting up the ugly bar usually come flooding back after a few gu Selzer and a cold shower. Life, however, for Conrad Hart the hero of Flashback is not that simple.

of Flashback is not that simple.
Conrad, a brilliant young scientist in the year 2124 has created a gismo which can analyse molecular structures. Through his invention he discovers that there are quite a few aliens wandering around that the good people of



around that the good people of the light plant Earl Bright State of the state of th

mode for anyone new to adventure garming. This game is a joy to look at just for the graphics alone. The introduction sequence is a night's viewing in itself (well nearly). For the or initial game Delphine, the programmers, employed a then breakthrough method called rotoscoping to create such realistic effects. An actor was filmed carrying out the various moves and then the images were grabbed and touched up to create the stunning 24-bit frames a second. If not tradity's causes programmers would follow suit ah?



A popular game that received many a high score at full price this game is a barg at the cutdown price. Buy.

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#### Syndicate Publisher:Hit Squad

Price:£14.99

Two favourite games in one month is almost too much to handle. Hours were wasted (enjoyably) reacclimatising to the point and click shoot 'em up interface of both Cannon Fodder and Bullfrog's Syndicate, other work was swept aside and Lisa half killed me. It was worth it though.

Syndicate is as much a strategy game as a shoot 'em up. It's all about a future world where people's lives are controlled by various international syndicates, large corporations involved in crime, big business and secret service activities. You play a Syndicate initiate



a Syndicate initiate trying to make your mark by commanding units against other countries, trying to impress the powers that be by beating agents from other Syndicates for control of the world. You start off by being offered a mission, usually search and



destroy, kidnap, assassination or similar duties which you get payed for if you succeed. The money you earn should be re-invested into researching new weapons which will be of immense value as the missions get more difficult. You can also upgrade your

agent's bodies with armour or mechanical prostheses to make faster and less vulnerable. You control a squad of four agents, who look like Spy Vs Spy characters and are equipped with, well, any weapon you have developed. The best fur is the flame throwy. Ther's nothing better than some

You control a squad of four agents, who look like Spy Vs Spy cheaacters and are equipped with, vela, any weapon you have developed. The best fun is the flarme thrower. There's nothing better has some saddle: population control with said petrideum sprayer. Once you bur saddle: population control with said petrideum sprayer. Once you bur they finally collegae in ashes. Visious it may be but it sure levens up the day and gets if of or nervous tension better than Aspiri.

The pointer interface is similar to Cannon Fodder's in that you use the standard cursor to direct your agents, but when you place it over a potential target it changes to a target icon. If the target is out of range this is yellow, if if is in range it turns to red. This range will vary depending on the weapon, and each weapon also has a limited amount of ammunition. You move by left-clicking and fire by right-clicking. As a combination of strateva and shoot fem up Syndicate is

absolutely superb. I know some people who think that it falls between these two genres without making the best of either, too little depth for

strategy, too little excitement for shoot 'em up, but I love it. And I've played it well into the wee hours. It gets difficult further into the game but raw recruits should get the hang of it quickly.

91 \*



Hello my little CU chums. Matt Broughton from The One here, with what I hone will be a wellreceived addition to you usual tips and solutions. Snip Tips aims to provide you with those tiny-yettasty codes and cheats for games old and new. Even better, if you send in a tip that gets printed, you'll receive a free piece of software courtesy of our mates at Ocean's Hit Squad label, Yes. I know - incredible isn't it!

#### Blastar

Core Design Many thanks to Mr John Barry from Swansea, who wins himself a lump of Hit Squad software thanks to this damn tasty tip. By pausing the game and typing MALICE OF THE MYRKOIDS, you can then press the 'up' cursor key to replenish your energy, as well as hit the top row numbers 1-9 and keys Q-Y to skip levels. You can visit the shop at any point by pressing the 'Del' button although you'll still have to collect cash as per normal. Jolly handy though, non?

#### Skeleton Krew

Core Design Edward Corr Jnr has written in with an excellent alternative to playing this average game. By typing in I WOULD RATHER BE WATCHING FOREST over the character selection screen (in capitals with spaces), you can use the following keys for the following effects: Full Stop skips levels, Enter on the numeric keypad awards nine extra lives, and typing



▲ We reveal how to get an extra life in Skeleton Krew.

in COLLECT MONEY awards 9999 points (i.e. an extra life). Er, hurrah! Or something.

#### Premier Manager 3 Gremlin Interactive Before Gremlin abandoned the Amiga, I seem to remember them

releasing a 'fair old few' of these footy games. Of course, what with there being a similar number of cheating gits out there in the world, it comes as no surprise to find that a short-cut has been found, allowing the average fellow to amass tons of folding brown stuff without really earning it. So load the game and pick Halifax Town as player one's team, while player two takes Gateshead. When you come to the main screen, go to the squad selection screen and find your worst three players. Put these chans at the bottom of your reserves and exit the page. Now press the space bar and change to the manager of Gateshead.



▲ Find out how to get lets of dosh for nothing in Premier Manager 3.

Use the telephone to find the nage with the conference teams on. and select to view Halifax Town's team. Now try and buy one of the three players from the hottom of the list - offering 69 999 999 for the club fee, with a sensible offer for player fee. wage and contract. If VOIL get ves, ves, ves and (might I venture) ves shout "hurrah!"

because that's ten million guid towards Halifax's plight. Repeat this with the other two crap players and then resign as manager of Gateshead, You'll now be the proud owner of Halifax Town, with 30 million pounds to squander at will. And many thanks to Jonathan Baker for that little love

#### UFO: Enemy Unknown MicroProse

An excellent tip has found its way into my lap -this time from a Brummy by the name of Jonathan Homer (Dohl), It makes use of the 'Sell/Sack' items screen, where, by allocating production to equipment that doesn't need stock of special items (e.g. with the laser weapons that just need cash) you can sell excess gear for a tidy profit.

Providing you keep shooting down UFOs and have plenty of engineers, you can use such tactics as shown below to build up a handy stash of extra cash (nice alliteration I thought). Anyway...

DESCRIPTION OF THE PERSON OF T SELLING PRICE PROFIT MANUFACTURE 12,000 Laser Fistol 2 000 20,000 35,900 16,500 Laser Bille 79,000 Alien Alleys 3,000 E 500 3.588

It's a good idea to use the first bits of extra cash to bring in more



engineers, thus accelerating the rate at which your spare dosh appears. Using this method, you can go as far as having entire bases built and dedicated to producing extra funds. Quite brilliant! Cheers Jonathan, the Hit Squad folks have your details.

#### Sim City 2000 Maxis A regular from the heady days of

The One's 'Snipping The Tippings', Alex Simms has an extremely handy cheat for the 'financially challenged' among you. Go to the 'New Scene' and click on the Hard option. Now go to the newspaper and click off it. pause the game, and then click on Budget, Bond, and Repay Bond. When asked if you want to replay a bond, click YES. Now go to Issue Bond and click on OK. By typing FUNDS five times, text will now appear, and once again, say YES to the question. Go to Budget, Repay Bond, and click on OK. Go to Issue Bond and a funny character will appear in the percent column. Click on OK and you'll be awarded 500,000 per

#### year, every year, for ever and everl That's all folks Don't worry though,

Supoib.

there'll be much more next month. In the meantime, get those tips lling in, marked for SNIP TIPS at the usual CU address. Byeee!



Worried that you are becoming a night person? Do you find vourself wrestling with adventures deep into the early

hours when all right-minded souls are fast asleep? Fear not our very own

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Mistress of the Night shares your obsession and if you ask her nicely, she might come round one night to put an end to all of vour troubles.

#### Maniac Mansion

A month ago I bought the Lucas which I really enjoy but I been Mansion. How do I get the key from the alien woman's room? Craig Dutton, Clwyd.

The idea behind the chandelier problem is to make a high pitched noise that will shatter the crystal and release the key. To get the noise level you need you must go to the music room and record the music of the record onto a cassette. Now take the cassette to the room with the chandelier and play it there. I'll leave you to work out the boring mechanics of it all as I have enough trouble turning on my Amiga.

#### Monkey Island

On Monkey Island I have defeated the swordmaster and stolen the idol, but I can't find the trea-

# Adventure Helpline

sure anywhere. I've got 164 pieces of eight, minutes, a rubshovel staple remover stewed meat, 100% cotton T-shirt, a vellow petal and a map which looks more like dancing steps Dean McGill, Shipley,

Well there are quite a few things still to be done. For a start the dance steps as you call them will lead you to the spot where the treasure is buried. From the main map 20 to the fork in the path then look at the treasure man. Follow the direction (e.g. back is towards the back of the screen) and you will find the grove with an X on the ground. Use the shavel (which is found on the notice board beside the bridge and you'll be able to dig up the treasure. The next clever trick is to put the yellow flowers into the stew. The result will be a Mickey Fin meal which would put an elephant to sleen. Now don't you know some nice little doggies that deserve a stew dinner?

#### Lure of the Temptress

Temptress. I have spoken with of the people of the village to help me to get into the castle but no-one can help me. David, Manchester,

I'm not surprised that you are stuck at this point, because it is a rather difficult bit. The trick is to wait until a Skorl enters the village then peek through the window to see what is going on inside. Once you seen and heard what passes between the shonkeener and the Skorl you can enter the shop and talk to Ewan to discover how to get inside the castle

#### Goblins 2 I am hopelessly stuck on the

throne room level. I have made

Amonia and his pet drink the elixir, but I am still struggling to get the one who loves meatballs I have the items needed to make Sean Talboys, Great Bookham,

The problem with the Goblin games is that many of the problems can only be solved if you get the timing right to the split second. (Not much good to a girl who likes to take

her time! What you must do is activate the swordfish with Fingus and take the salt. Get Fineus to lift the hie not cover and while he's doing that Winkle can pour salt on top of the little man inside. Now you can get

the file from inside the pot Fingus must now hold the rope on the right while Winkle grabs the left one. He can now swing down. pick up Fingus and place him on the ton-right shelf.

Use the file on the chain and Colibruis will fly off. Now you can get the thumb tack. Police Quest 2 On Police Quest 2 I've got the

new and old mugshots of Jessie

Bains I've talked to Sherman and

found out about Pate and his car.

What do I do now?

Leonard, Redhill.

Good day Vamp, please could

Once you have asked the prisoner about the escape and about the knife there's not a lot left for you to do at the jail, so pick up your gun and get back in the car. If you now use the radio you'll be told to drive to the Mall. Once you arrive at the Mall you must:-Listen to Haines, Walk to the

blue car. Look at the car's plates. Open the car door Dust the glove hox and lift the finger print. Open the glove box and get the bullets and holster. Go back to Haines and listen to him Now you can interview the lady

and ask about the car. Return to your car and use the radio once again.

#### Universe

I am completely stuck in Universe. I am flying with my car in space, round the planets JOR-SLEV 4. LOKSASS 3 and the

The problem is that I cannot go to other planets because I don't have enough fuel. I've canister. Must I give something to Snoralat? Grandgaignace Laurent,

Belgium.

Once you've picked up the droid and the canister Balkamos 7 you can use them to sort out the aliens. Get back in your car and head for Jor-slev 4. Land in the top-left quadrant of the

Grab a handy rock and chuck it at the alien who is there. Use the droid on the blob and then climb back in the car. Select the hottomright quadrant and when you arrive you'll find an old man. Give the old man the blobs and he'll give you

Go back to the car once more and take off from the planet. Head back towards the Pfallenon asteroids and when you arrive offer Snorglat the medicinal herbs.

adventure game? Vampyra has the answer Magazine, 30-32 Farringdon Lan



never eat at a place called Moms.

# Valhalla Before the War

PART 2

Dishing out poisoned ale is just one of the things you get up to in part two of our complete solution.



Read the tombs in the Norse warriers room. Here we have one in my. Nice piece of artistry sh?

elcome to level two of Valiabla Before the War. Follow our walk through guide to the game and you'll be in level three before you know it. Let's begin ... Pick up the tankard, operate the floor tile underneath and rake the

floor tile undermeath and take the cheat key Travel south, pick up a second tankard, then head into the room on your first left where you'll find four hungry and thirsty soldiers. Take the third tankard, operate the floor tile undermeath and you'll find some stamins. If you look at the soldier on the left he will demand that you supply him and his three buddles with ale.

Timed out of the room and head south again, pull the lever and enter the room where he ale is. Take the tankard off the stool and fill all four tankards with the soldiest feworthe town. Editor ay key and take the piece of paper with the crypte phrase on it and operate the floor tile to get a door key. Deliver the ale to the soldiers who empty the tankards and open a door as a revent of your efforts. Look at the most talkards soldier them flood.

Travel out of the room and straight down into the door that the soldiers opened for you. Inside take a stick and two chicken legs.



A Fill up the four tankards and bring them to the



A Pick up this bit of poison and put it into the beer to get rid of the pesky soldiers once and for all. Wake sure though that you drink the protection potion first otherwise you die very quickly.

Give the chicken legs to two of the soldiers then travel back to the ale room where it would be a good idea to leave the tankards. In the ale room you can pull a lever to the short cut of a room where a soldier is sat in between two chests. He asks you for the password. Insert the stick in the hole in the wall and then pull the lever.

making sure to operate all the floor ties. Take the sapphires for use later on. The white pattern on the later on. The white pattern on the on this to be transported to anoth er section of the map where you come across more floor tiles, operate these and take the chicken legs, you only need two more as you have already given two to the soldiers. Check out the room where the Norse Walfords are and their tomps.

Give the two remaining chicken legs to the soldiers who reward you with a second chest key. Look at the soldier on the far left, once more, and he will demand more ale. The key for the chest is in the Norse Warrior room so take the translation potion then head back to the soldier who demands the and dink the potion and look at the cryptic piece of paper, the letters change into the words. Hermans Home, having said this the two chests open and you can take a protection potion and a cross. Travel up to the locked door near where you found the second tankard, open the door with

the ale room and take the bone off the stool. Travel south once more to where the green river of poison breaks. Notice a small piece of poison lying on the floor, you lose stamina if you try to take it so drink the protection potion first. Put this in the ale and then fill up the tankards once more. It is time to did yourself

Deliver the poisonous ale which they dispose of in one guit, they are now quietened for ever. This action results in the locked door out of this room opening. Travel up the passageway then take a left onto the teleport square. Vourself in a room with a series of altars with blue diamonds on the passagement of the pa

#### Time travel

Teleport back the way you came and walk straight onto the second teleport square. Pick up the piece of paper with the word "No" on it from the elfar then travel down into the torture chamber. One of the soldiers is hoarding a clock bu he allows you to take it. You now



The white square our chap is standing is just of the many telegorie in the name.

have all four objects you need to give to the Norse Warlords. Before you leave search till you find the altar with a combination written on it, take the piece of paper that says what the combination is. The Norse Warlords reward you with a chess piece which you will know the relevance of if you have peeked in to the chess board room near to the torture chamber.

#### Checkmate Travel to the chess board room

and position your flook and your flook grows the King? The flook grows on the square near the King? The flook grows on the square near the King? The flook grows on the square near to the square near to grow the square t

Back in the torture chamber yo can now order the awake soldier to 'let him have it', this results in the poor prisoner being stretched beyond recognition. He instantly dies and the soldier accuses you of killing him. he then informs you that he is going to tell. Take the key that has appeared on the pris oner and travel back to the room of sapphire altars.

#### Staying power

stamina over the river. Take this as you will need it. then set off south walking in the poison itself, stop and drink the stamina when your is slips down too far. At the end of the river is a door which you can unlock. There is a joke in here which you can take then take a shortcut back to the torture room via a door opened by a lever and a teleport square.

Back in the corture room the first plus appeared. Look at him and he ask you if you've Sided from the part of the property of the pages of being the wheel thing and ignore the jeering sodiest. The first gasks you to prove it at which substant the gast property of the pages which discribes your where because the gast property of the pages which discribes your where substant the gast property of and ask you to prove it. Take the lack from the protoner and travel the joke vs the shortcut. Insert the lack of the protocopying soom. Put size in the hold put yestenday's newspaper on the photocopy. The disappears which is the pages which is copyer. The disappears which is the pages of the put year of your windows and you your windows and you your windows and you your windows and you put windows and you your windows and you put windows and you your windows and you your windows and you put windows and you your windows and you your windows and you put windows and you your your

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Drop your newspaper on the floor and the King disappears leaving his crown on the floor, tall the second soldier to let the prisoner have it who screams when asked what's the combination? replies I will betray. Travel but but to the pib-tocopying room and head south until your reach a crown stand by a locked door. Drop the crown and enter the room where you will find an eye at the end of a small river, in this room you will also find.

In this room you will also find another sapphire and an orange. Put the eye, the will and the



Townson a

A Right, drink the translation potion, look at the soldier and the piece paper in your investory...

Bee tray on the combination stone in that order to open the door into a new part of the level. Before you level take the shoes from the toture room. Stand on the teleport square just beyond the teleport square in our to discover a door progress into unknown territory where you will find a corresponding locked door inside this room you will find Herman, Herman tells you he is borded so look at the piece of paper that says left him here if he asks you wish but you will be until the piece of paper that says left him here if he asks you wish but you will be you will

Operate the floor tile to get the tuning fork which is near to the photocopier (to left outside Herman's room). Take the musical sharp note then put this and the cigar on the Norse Warlord tomb of Hamlet sharp in the same room as Herman. You get a stick in return which you can use on the hole outside to give you access to a piece of paper with 'crumbly wally' written on it and a teleport square. This teleports you into a square with walls all around you look at the 'crumbly wally' piece of paper to get rid of the walls.

#### Comedy time Pick up the comedian potion

which is near the family album. You will notice a teleport maze which you could get lost in forever and a room with five star filled altars in it. The teleport square in this room transports you to a room where you find a genesis device and an amplifier. Travel back to the room where.

you'l found the eye and the soldier who soldier who soldier who shy did the chicken cross the road. If you reply by looking at your joke without having drunk the come soldier won't even smirk, so drink the potion first the soldier won't even smirk, so drink the potion first the sold who won't even smirk, so the two 'arease a heavity guffaw and gain access to the two 'arease a heavity guffaw and gain access to the two arease and extreme them. Take the map for the teleport maze and at hermometer.



... and before you know it you're got the right

Put your shoes on the Norse Warford's tomb in the same room Warford's tomb in the same room Sole. You need another object for this tomb before you are rewarded. Pick up the sapphire from beside the tomb then head back to the teleport mane, use your map to survive the experience and then preparate to set the coolei monster, use your map to warford the coolei monster was the preparate to set the coolei monster was the preparate to set to coole monster was the product of the coolei monster was the product of the coolei monster was the product of the product

To get past him you are going used to kill the soldiers operating the tap to get the poisoned cookie In the same room as the cookie monster are some rings which you can take and another locked door opened by a lever. This gives you access to a shortcut round the maze and Grumbleweed, the burp ing cider drinker. He is still con vinced that he won the 'who can burn the loudest' competition Take the camera film and head back to the camera which is near the photocopier. Insert the film and then operate the camera to be provided with a picture of you which you then put on the family album. It changes into a picture of a King which you use to tell Herman who and provides you with a chest key for the chest in the same room. In here you find the book of Icarus. Home brew

#### Home brew

ster you have access to another teleport square and an alter with a sapphire on it. Stand on the teleport square and you find yourself at the top of the sapphire alter room. Get past the betar that is in your way by dropping a sapphire on it, you now have access to a pear and nearby you will find a banans and some earth. Down the left-hand passageway you find a solder who informs you it will cost you. Take the arrow that is on his table. Tavel back the way you

came and turn right, down a short passageway there is another teleport square. This transports you to a small room where you will notice

a cider press.
Travel back to the room where
the joking soldier is and put the
arrow on the torn of the Norse
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een soldiers on your hands

cider press and take a bottle of cider. Your task now is to beat Grumbleweed in your own 'who can burp the loudest' competition

#### Burp to win

Herman's room with ale then travel back to grumbleweed. Give him the cider so he can produce one of his most excellent burps then put him, stand on the amplifier and drink your ale. You win the compe now have all the objects you need to create the planets from the genesis device. Insert the thermometer which will provide with the planet Mercury, the rings to give you Saturn, the fly trap to give you Earth. Place the planets in the cor rect order on the cosmos altars the last altar lights up to represent the sun. Put the book of lcarus on here and you are rewarded with the coins are lurking. Give these to the soldier who says 'it will cost you're on your way to level three and next's month's instalment.



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If you're reading this on the toilet, I hope you wash your hands afterwards - it would be such a shame to spoil such a record breakingv spectacular reviews section as

this. Anyway. I'm not here to preach lavatorial hygiene, I'm supposed to be telling you all about the top hardware and software we've lined up for you and your Amiga this month. so here goes

After lengthy delays, DPaint V has appeared on the shelves. Find out whether it can still cut it on page 66.

For the more cash-dispensing Amiga user, we bring you an exclusive double hit from phase 5 developments: the first review of the CyberVision 64-bit graphics card along with the phenomenal CyberStorm 68060 accelerator, both of which look likely to appear in the new range of A4000s later this year. Put them together and you've got the ultimate Amiga!

Added to that lot there's the Apollo A1220, an amazing little accelerator cum RAM card for the A1200 that delivers results without breaking the bank. You want more? Take a look over to the right and you'll see just what other goodies we've got for you.

May I also introduce our latest catch, Mat Bettinson, who from this month will be enhancing CU Amiga Magazine further still with his exten sive technical experience and expertise. Mat. meet the readers. Readers. meet Mat

Now wash your hands.

Anything that's worth testing is in this month's packed get serious section. We couldn't have rounded up a better selection of goodies.

- Deluxe Paint V Deluxe Paint V

  The Gary Glitter of Amiga graphics, DPaint makes its latest comeback with Version 5. Is it still the leader of the gang?
- CvberVision .... 24-bit graphics with the speed of a 64-bit system, from the makers of the stunning CyberStorm 060.
- CyberStorm 060 . . . . . . . . . . . . . . . . 71 The fastest Amiga accelerator ever, and it's scheduled to appear in the A4000. Read all about it on page 71.
- Apollo 1220 Accelerated RAM . . . . 76 Possibly the biggest breakthrough yet in the competitive A1200 accelerator race and it's cheap tool
- MegaMouse Plus . . . . . . . . . . . . . . . . . 76 It's a mouse all right, but is it really 'mega'?
- you here, turn to page 79 to find out!
- Techno Plus Control Pad . . . . . . . . 79 Jealous of the joypads used by your console owning friends? Then take a look at this banging Techno Plus Control Pad.
- Antivirus Professional . . . . . . . . . . 80 There are plenty of public domain virus checkers around, so what tricks does this commercial alternative have up its sleeves?
- CD-ROMs ......84 They're round, they're shiny, they're CD-ROMs. There's a 10 disc compilation this month, along with the usual PD and clip art offerings.
- Games have taken a foothold this month, but the trippy demos are still appearing at a
- decent rate. PD Utilities
- Plenty of good stuff has cropped up this month, like the companion system for Directory Opus, a top text editor and a decent image processor.











Tony Horgan

# **DeluxePaint V**

■ Price: £89.99 (new) £50 (upgrade) ■ Supplier: Electronic Arts © 01753 549442

Deluxe Paint V is with us at last! But can the Amiga's best-loved graphics software keep up with the youngsters?

think we'd never see a release of Delizer Paint V. It was almost a vear ago that we previewed it with a demo on one of our October 1996 cover disks, and since then Electronic Arts have been very quiet. In the meantime, Billisince 2 has come along and stolen a march on the low-end graphics and animation scene, while Photogenics has had a rock-et-powered rise in popularity with the high end 24-bit users.

was beginning to

So where does DPaint fit into the scheme of things? It was once the flagship Amiga application the Apple Mac had Quark, the PC had Lotus 123, and the Amiga had DPaint. But that was in the days when the Amiga, Mac and PC weren't on speaking terms, and getting them to share files was more hassle than it was worth. bining Mac and PC technology in a single box; we've had PC disk compatible Amigas as standard for years. The technologies are merging, and any software must reflect this if it wants to remain in contention. In the light of this drive for compatibility and integration. DPaint is beginning to look rather dated.

#### New features

So what's new then? The feature that EA seem to be most proud of is the new Natural Media section. Pate Dyles : 18638

Pat Dyles : 18638

Dyles : 18638

Pat Dyles : 18638

Dyles : 18

A 'Thumbani' previews of Iff images are handy for identifying pictures without taking trouble of loading them for real. This is spoilt slightly but a bug that corrupts the file requester and preview windows.

This is an attempt to emulate natural painting and drawing tools and surfaces. The way it works is dead simple. Each texture or media type is merely a tessellating IFF brush. These brushes are loaded in and used as texture maps for backgrounds or any of the drawing modes. So if you were to choose canvas, select a red ink colour and draw onto the screen, instead of drawing solid red lines, the lines would be textured with the canvas pattern. The effect is as similar to 'brass rubbing' where paper is laid over a textured surface, and rubbed with

It's a simple system, but has the advantage that you can easily make up your own textures. Just draw them out and save them as brushes in

the relevant drawers.
The airbrush has now got a
new mode. Unlike the previous
airbrush mode, which scattered
single-coloured pixels randomly
around the pen tip, the new mode
gives a fatter, more concentrated
flow, and blurs the edges heavily
to give a smoother look.

#### Animated antics

DPaint now supports animations with multiple palettes. This is handy for anyone working on digitised animations, where it's essential to have a different

raphics software ware that really showed the world what the Amiga was capable of. After it got a foothold in the very early days of the Amiga's life, it stayed one step ahead of the competition for a cou of years, and even when rival software beat it on power and features, it still managed to retain its crown most by default. Gradually support amost by default. Graduary support for animation, 4096 colour HAM mod-and then AGA graphics appeared, generally rather later than the market would have liked. Boosted by a seson of being bundled free with new Amigas, it was still the reigni hampion until the arrival of rilliance, which made the sneaky ove of doing everything DPaint did (down to using the same keyboard shortcuts) and more besides.

DPaint IV AGA is still used extensively within the Amiga community, and is still probably the most widely used piece of Amiga graphics software

The grandaddy of

palette for each frame. Frame rates can be altered throughout the animation too. The Move requester can now zoom and scroll the background through all three axes (but can't rotate it). This means that your DPaint ani mations are no longer tied to a static backdrop. Camera zooms and pans are easily achieved. Animations using pages bigger than the visible screen size are possible. There's also a kind of tweening option for setting source and destination positions for brushes. Anim Op-8 animations are supported.

ARex macros can now be











This colourful image is supplied with BPaint Y as an inspiration of what can be achieved with the package.

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d. gger

be

# Example Textures Air Brush

A Here's a selection of the S1 textures that come supplied with DFaint V. These can be used on their own as plain backfreps (as shown here) or as tools to add textures to existing graphics. The can make up your own textures by saving out patterns as SF brashes into the textures down.

used for automated processing. 24-bit artists can make use of save out 24-bit IFF images.

#### What's missing?

That's all very well, and some of the new features are long overdue. However, what stands out most is not what is there, but what isn't. For example, where is the comprehensive list of 'loaders' and 'savers'?

Any graphics program worth its salt these days must be able to load and save all of the popular picture file formats without any fuss. IFF is not the only image format in the world! With so many images from various sources now available via the Internet and CD-ROM compilations, there's no excuse for ignoring them

A 24-bit paint system that doesn't have a JPEG save option is just not practical.

Taking a stroll through the

additions in the paint mode department for instance - no such luck. Maybe on the tool bar then? No, hardly any change there either. What about support for video digitisers, such as the popular ProGrab 24RT? No sign of that either.

all kinds of new goodies, such as

#### Conclusion

If DPaint is to be used seriously tions, it must at least include basic image processing and retouching features. DPaint V is not set up to receive and process digitised source images. However DPaint has never set out to be an image processor. It's system, and on that score it's

To expect it to combine all the features of Photogenics. Personal Paint. Brilliance and Image FX is



improved varying as demonstrated have Dather the a semi-random spray of dots, the new version squirt a thick (resizable) jet, and then uses beavy smoot ing to fade out the edges.

#### How to get upgrading Owners of DPaint IV can

upgrade to DPaint V for the reduced price of £50. As proof of ownership. send either the DPaint IV manual or one of the disks to:

Electronic Arts, 90 Heron Drive, Langley, Berks, SL3 8XP. Also include a payment of £50. Your manual or disk will be returned with the upgrade.

for creating and editing pictures and animations for use in Amiga applications it's still up there with the best of them. DPaint has always had its core user base in the amateur sector, and DPaint V is still aimed at that market That's no bad thing in the light of much Amiga software, which has recently been attempting to make the jump into the professional arena. The Amiga dominates the amateur and semi-professional computer scene, and appropriate software, such as DPaint, is essential for that scene to grow and prosper. DPaint V still cuts it, just don't expect the earth.

#### **DELUXE PAINT V**

Vorkbeach 2.04 or higher, 2Mb RAM Recommended: 8Mb RAM, 68040 processor, AGA chipset, hard drive



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into "cells" (Final Date even detects entries of invalid dates etc. and displays an alert available as options on all



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. Select Multiple Rows/Columns that aren't adjacent to one another \* Call up a comprehensive Database Opery Remaster which lets you define a complex search criteria . Access Sub Lists to display rows which have been located by a query or manually selected and then mint or save them \* Open a window in which you type information to use as a Memo . Create a database with Running Calculation Columns (for using like a current account statement with credits against debits etc.) and Refined use of many other Final Data functions too. In a recent CU Amiga Magazine, the editorial read "...the majority of their computers to should rash out and net Final Data immediately"

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# **CyberVision 64**

■ Price: £329.95 ■ Developer: Phase 5 ■ Supplier: Gordon Harwoods © 01773 836781

Could the CyberVision 64 set a new standard for Amiga 24-bit graphics? We think so ...





Amiga graphics. The Amiga's new owners, Escom, plan to include the CyberVision 64 board as standard in the next generation of Amigas, along with the Amigas until late 1995 at the earliest, but if you can't wait until then, it's available now as a plug-

#### The new standard

The CyberVision 64 is a 24-bit Amiga through a Zorro III intermeans that it can move its data used 32-bit processing. That's remarkable enough, but it also attempts to set a standard system for Amiga retargetable

or 4Mh of RAM and is based graphics cards.

Build quality is satisfyingly sturdy and there are plenty of

#### Perfect integration CyberVision comes with a

CyberGraphics, which is also cards such as the Picasso. Piccolo, Piccolo SD64 and

CyberGraphics consists of a set of libraries and a 'monitor' file. The same across all formats



▲ CyberVisies can drive a fell 24-bit Workbeach across whilst still supporting multi-tasking and smooth screen drapping. This is thanks to the CyberGraphics software, which is surprisingly stable.

only the monitor lent: try as we

might, we couldn't get it to crash duremulation. Screen ture that often foxes graphics cards, but

CyberGraphics han-

dles it with ease. CyberVision 64 and PiccoloSD64 in the test machine (both running CyberGraphics) it is possible to drag down a screen that is being generated by one card to reveal a second screen generated by the

is astounding. CyberGraphics defines a standard for 24-bit Workbench applications. The EGS system the CyberGraphics system manages to integrate completely with the Amiga's intuition system,



A Rece's a gratuitous twirl operation that's been applied to a 24-bit image using AdPro. Coupled with the CyberStern, it's done in a flash.

allowing for a 24-bit Workbench screen to be opened. The incredi system doesn't seem to suffer The CyberVision 64 also

comes with a utility called NewMode, which allows you to screens. It's easy to use and

#### Photogenics shows its face A cut down version of

Almathera's Photogenics is



A Complex image processing is handled quickly thanks to the 64-bit architecture of the CyberVision.

included in the package. Photogenics has quickly established itself as the premier 24-bit paint and processing package on the Amiga. The ability to config-'working screen' through the CyberVision card brings it right up to speed with the likes of Mac. You don't get the full compliment of features in this version, but it should be enough to tempt most users to upgrade to was reviewed in the July 1995 issue of CU Amiga Magazine.

**Fastest ever** We ran a series of benchmark closest rival, the PiccoloSD64. both using the CyberGraphics system. The CyberVision came out on top in every test. Sometimes the difference was marginal, but other tests revealed CyberVision streaking away

Resolutions of 1600 x 1200 pixels are possible with 4Mh of RAM on the CyberVision card. The 2Mh version offers a maximum 24-hit display size of 800 x 600 pixels. To get the most from any 24-bit graphics card you'll need a high quality monitor, A zontal frequency scanning is the

138

In all

The CyberVision 64 is a very impressive system and deserves to take off in a big way. In a perfect world an official Amiga with internal 24-bit graphics become the standard Amiga 24-bit graphics system, but whether it does receive official Amiga backing or not, it looks certain to win

with its speed and really smart Amiga graphics set up, couple it with the CyberStorm 060 want the best in 24-bit graphics for your Amiga, look no

further.



▲ With a CyberVision at the heart of year Amiga, you've got the makings of an awesome graphics workstation.

Nik Lyons I DE LES LA SERIES

A To aid compatibility with the rest of your software, a utility called lies/Mode is included, directing program's screens to the CyberVision



# **CyberStorm 060**

■ Price: £949 ■ Developer: Phase 5 ■ Supplier: Gordon Harwoods © 01773 836781

The fastest ever Amiga accelerator is racing towards the new A4000s.

vberstorm 060 is the fastest Amiga acceler-

Zorro III bus. It's also compatible everything seems to be fine with a Harwoods will be able to tell you if

e

it's compatible with your particular machine. The other problem with

#### Modular design There are three parts to the

CyberStorm, which fit together to make up one modular accelerator. There's the main control board that plugs into the Amiga, a smalltured here) and third board that contains four SIMM sockets for

with a 50MHz 68060 chip, which number of cunning tricks in order example, there's dual superscalar ger instructions are carried out need to trouble your head with all to make every happen as quickly as possible - in fact it is possible to get more than one instruction million instructions per second



#### Power up

Fitting the card into an A4000 is a make sure that the board will stay two jumpers to change in the Amiga Having them in the wrong ware, but you'll know they're

ence by flashing the screen with Once you start running processoryou can't help but notice the Check the speed test and benchmark panels on this page for

#### Performance

To give you an idea of how the CyberStorm 060 can make a difference to your Amiga work, we ran a series of tests on a range of was an A4000/030 with a 25MHz with the CyberStorm 060. Here

it needs a lot of grunt to get it moving at a reasonable speed. pixel screen takes around 6 seconds on the 030 Amiga, while the

Vista Pro 3 running on the render a test scene of the Grand of 666 seconds.

money. The longer you spend on-AMosaic is the tool which is used mation on the Internet). When Web pages are downloaded, GIF images need to be decoded and seconds to decode a page; the CyberStorm decodprocessing is another of those areas that really puts a comput-

effect called Twirl, which distorts an image as if it had been pinched and then twisted. The reference 030 Amiga took a mammoth 162 seconds to apply the nivel image: the 060 did the same

The final test used LightWave graphics and animation package. A test image was rendered at the minutes. After the massive speed increases of the previous tests. this is a little disappointing, but quite up to the speed of 3D ly reduce rendering times ally be better from the Amiga-

#### More room

CyberStorm card, A SCSI interface Ethernet and high speed serial production of a secondary cache: maybe this would belo with rendering. Upgrading to a 66MHz chip is a case of plugging one in and changing an oscillator. On the review version, this oscillator was soldered but it may be plugable

the instructions of a 68882 coprocessor in hardware. These need to be emulated by adding an extra library to the Amiga

#### Speed tests

We put the CyberStorm 060 to the test on a variety of processor-intensive tasks. The tests were carried out first on an A4000/303, which is powered by a 25MHz 809EC30 with an additional 68882 FPU (floating point unit). Then it was the turn of the CyberStorm 000. Identical scenes and pages were rendered on both systems. The results are astounding.

Speeds according to Sysinfo 3.11: CyberStorm 060 MIPs: 39 25MHz 030 MIPs 4 MFLOPs: 0.7 MIPs: 39 MFLOPs: 28

Scenery Animator frame render time: CyberStorm 060 25 M 17 seconds 150 s 25 MHz 030 150 seconds

PageStream 3g screen refresh tin CyberStorm 060 25MHz 030

Vista Pro scene render time: 25 MHz 030 666 seconds

AMosaic WWW page decode tie CyberStorm 060 25 MHz 030

AdPro Twirl operation time: CyberStorm 060 9 seconds 25MHz 030 162 seconds

Lightwave 3.5 scene render tim CyberStorm 060 33 minutes 25 MHz 030

instruction for its EPU that is not supported a CPU 'trap' is generatbe exceptionally time consuming on a 68060 as a trap may have to Lamborghini on diesel. However, ware to try to patch some programs to run faster by avoiding this problem. The most noticeable speedup came when rendering a seconds to 17 seconds just by running the patch. Compare this to 150 seconds on a 4000/030 with a 25MHz 68882 coprocessor.

taneously, then this is definitely the clocking in at almost £1000. That of the amateur Amiga user base. A4000 ■ Nik Lines

4 hours 14 minutes

CYBERSTORM 060 lickstart 3.0 or higher

Extreme speed

Conclusion If you only use your Amiga for one applica-

you're probably better off getting a dedicated box to speed up your work (such as a Warthog for example). However, if in the true spirit of Amiga computing, you regularly use a number of

onds, 24-bit

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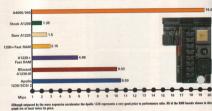
Price: £99(No RAM) to £229.98(4Mb) ■ Supplier: Visage Computers © 0115 964 2828



standard 1200! The Apollo A1220 may only capable of being expanded to 4Mb but that's enough for average user's needs. Couple this with the reasonable price and vou're onto a winner

The Apollo represents astounding value for money when compared with a 68030 card. Consisting of a 68020 runstock 1200's 14MHz speed.

The heard is also fairly well constructed. It may not quite to Phase 5's Blizzard standards but it's certainly not low quality by ny measure. A penny change om a hundred quid gets you a



28MHz 68020 and 68882 FPU combination. It should take double sided SIMMs but unfortunately the positioning of the CPU doesn't allow the necessary room so instead PS/2 single sided units are recommended.

One big problem I came across is that there's no insulation on the back of the circuit board where the 1200s RF shield can (and did while I was testing it) cause prob lems. I had to insert a piece of

paper between the board and shield to avoid orief

Speed wise, though, you can't fault the Apollo, It's very impressive indeed. Although it's obviously not at clocked 68030 card standards, it still blows basic 3000 and 4000/030s away - in the memory speed department it was 50% faster than either - and at a minor

fraction of the cost! Another advantage is that it runs cool, unlike the more power ful 030 units and so may avoid the need for a heftier power supply if you're using a hungry 3.5 inch IDE drive too.

I recommend this unit to the A1200 owner on a budget but only with 4Mh included. It will be like owning a whole new

Mat Bettinson

## **ega Mouse-Plus**

rice: £12.95 Supplier: Gasteiner © 0181 345 6000

mouse was about as cane for cricket. It wasn't particularly strong, had a low resolution and picked up dirt easily. It was the first thing most new Amiga owners replaced as soon as they had the chance.

mouse you should spend a bit more to get a really good one. If or technical software you'll notice the difference that quality makes. And you don't have to spend a fortune to get the results you need

Mega Mouse Plus is a 400 dni with pinpoint accuracy. I had to away and after that it really

Unfortunately the movement is a bit too slippery at times, but I

being too stiff. An even bigger lated to the mouse I tested, is the fact that the left button was far too spongy, almost unusable. It looked out of line and the other

nately there was no means of In all, being a three button mouse is a definite plus. Using

adjusting this.

The price is also very good value as well. If the left button ideal mouse so I'm going to

make sure that you can change it, though, if it proves faulty like

Mat Rett Inson

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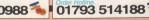
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# **Lottery Predictors**

have to say it: crap or 1 chance of winning the national lottery, so entering is fairly risky if you are looking for a safe return on investment. But with such high stakes there's promising to give you the edge in this new national pastime. This software uses various methods which the authors claim will ocrease the chances of a pay-out even a tenner comes in handy) patterns evident from previous results. Finding these patterns and creating a new selection based on them is no mean feat but that's exactly what they claim

**Lottery Wizard** 

ercial package for the Amiga that we know of. Oddly, the disk is





### ▲ Lottery Wizard. Deceptive packaging makes thi look like a CD but it's a regular flappy disk inside. The disk contains both Amiga and PC versions.

a dual Amiga and PC disk with the Amiga version being usable directly off the floory nous 'A' icon is present for the main program signifying that it's written in AMOS.

a large family holding balloons, a terrible tune and some jerky of the screen that are probably supposed to be lottery balls. The rest of the program is thankfully silent. Very bland graphics and limited options It does draw some graphs of the numbers out too, but not on official forms. It handles the

well publicised Wheeling system too. In the final analysis though I just wouldn't bother lashing out £9.99 for this. It lacks the feel of quality and is no fun to use

Available from: WPD Intl. Corporate Head Office, PC House, St Johns Road, Westcliff-On-Sea, Essex SS0 7JY. Tel: 01702-434646 Price: £9.99

#### MP Super Lottery

This is more like it. Super Lattery gozes quality, allowing keys to be used as well as the mouse and, lo and behold. there's no rubbishy music Super Lattery also prints to lottery slips or paper, which makes mated balls that appear with a rather unrealistic, but cheerful will even tell you what the numbers are



A Super Lettery's special effects are a laugh

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calculation methods including Warm Selection, Mid Range, Cool selection and MP's Super Six, so there's no shortage of options to help you spend your quid. In the Statistics menu it also has enternumbers, the Warm selection

Available from: Michael Pratt. 10 Rivers Road. Yeovil. Somerset, BA21 5RJ. Price: £2.00 + .50p P&P.

myself Alan and Tony het two guid a piece on numbers generat-We won nothing. But we had MP Super Lottery

Mat Bettinson

# Techno Plus Price: £12.99 Developer: Techno Plus Amiga Control Pad Price: £12.99 Developer: Techno Plus © 01504 768711



pad eh? Alan

# **Sieafried AntiVirus**

■ Price: £39.99 ■ Developer: Siegfried Software ■ Distributor: Siren Software © 0161 796 5279

The word virus strikes fear into every Amiga user. Years, months, days of work can all be wiped away within seconds by one of these things. What can we do about it?

ou've had your Amiga lovingly collated lots of handy programs. games and utilities. Imagine the feeling of annovance if, in the midst of using one of your favourite programs, a strange message or creature pops up on your screen and won't go away. Imagine then the feeling of

despair if this little irritation begins to wipe way all your software It's a nightmare scenario that unfortunately happens all called viruses.

#### The cure For a program such as Sieafried

AntiVirus to be effective not only must it know all about every evil link virus from

hell on the Amiga able to be updated on a regular basis. Only then has it any hope of holding its own against exposure. Even then ... I'm sure no program will claim to know about all viruses out there. However, they

seem to have tried In AntiVirus I counted 119 link



A John Veldthuis' shareware Virus Checker is updated regularly and can be iconified to a discrete teel har on your Workbeach to run in

running from floppy first and then installing it onto your hard drive.

all of them when it finds them is I have little doubt that AntiVirus are obtaining a lot of suspect new Analysis of boot blocks to decide software. AntiVirus may be a

good investment However, the shareware Virus Checker program is the current popular virus checker around. It's a standard style guide compliant Workbench window that works well iconified, is updated regularly and doesn't cost a bean, I would always use both if I had to handle a lot of suspect software. But I'm not sure the updates will be as regular and comprehensive as the shareware Virus Checker. And as AntiVirus' custom interface is plain annoving to load up and deal with you might be better off opting for Virus Checker.

## 20.05 Filter C 7 necises gratication

▲ Sieghied AntiVirus is bristling with features and may look pretty to start with but is it desirable to run this screen all the time?

What is a virus? t's a program that's capable of convincing your machine o replicate it somewhere so that it's likely to be activated gain. This carries on so that the virus may spread. Once more usually, it can cause damage to your system. It's this aspect of damage that has inspired the wave of paranoia as users are frightened of losing all their valuable software. There are few main types of virus. The early ones installed There are tew main types of virus. The early ones installed themselves on the 'boot block' of floppy disks. When they were booted, they installed on every other disk inserted. Being very easy to deal with (I.E. the WB 'Install' Command will clear a disk) all checkers should handle this and Will clear a closely an encecens should institute this and site effects of the clear tricky virus is a newer, the harder it can be to detect. This are called link viruses. They attach onto files on your drives meaning they can infect HDs too. When the files are run, they activate the virus that looks for other files to latch onto and so on. Many of these know about hard drives and will target yours for nasty damage if it gets on your sys-tem. There's no easy way to check these. A virus checker must know all about all the viruses around and know how to remove them from your files. A daunting task

#### thinking since there aren't any known RDB viruses. Yet. Symphonic virus checker

displayed in the brain

file viewer. The brain

program. Quite

whether it knows

what to do with

another matter Sieafried AntiVirus has some

other rather neat features.

virus by recognising code

if unknowns are likely to be a

designed to do benevolent and

ning disks on a block level rather

some rather innovative features

seen before. Handing the Hard

block the Bigid Disk Block is

one. This is extremely forward

malevolent actions. Also scan-

than a file level is welcome.

AntiVirus is decked out with

too. Many of which I'd never

While AntiVirus has some excellent features, the interface is a custom graphic affair that the manual claims '... is operated by the most advanced graphics cards'. However, it only occupies a tiny portion of the top of my screen and doesn't seem to be able to resize on higher resolution screens. Also, I really hate custom of them.

The package comes with a load of sound samples and modules. Good lord, a symphonic virus checker. I can't see the point since of that as if you wanted sound modules, you would load up a module player.

Installation is a matter of



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pretending to ve face. Well... OK so maybe some people can see then t none of us can. I stared at a multitude of pics on this CD for ages attracting some funny looks as my eyes som I for ages attracting some unity looks away as saulted in 3D, attempting to perceive the miracle. If you n see these then perhaps you'll derive some entertain-ent from this dual Amiga and PC compatible disk. A ont end viewer is supplied along with some programs to reate your own from pictures containing depth information. Overall it seems a reasonable exploration in 3D stereograms so might be worth a look if they light your fire. I just got a splitting headaches.



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The Almathera 'Ten on Ten' is very worth a look. One minor niggle.



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#### **Future Shock 2**

This is an audio CD from the famous Amiga music composer. Eric Gieseke otherwise known as Sidewinder The music on this CD is output by an Amiga but remixed with some external sound processing to give it a marked improvement in quality. Starting off with some strange techno edits, it moves into some rather laid back tracks and then back into some vigorous techno cum dancey tracks with more strange edits at the end. You've probably figured out that the strange edits are a recurring theme. It's hardly possible to maintain a fix on a song before being catapulted into another different riff.

This CD is anything but easy listening. I tended to enjoy the tracks that I calls 'music' ie with a melody while Tony enjoyed the techno bits that sounded like cash register music to me. Certainly the quality of samples is there and the musical style

urge you to give it a spin. After all, you only have to play the tracks that appeal to you and it's a fine example of what can be achieved with an Amiga as well as being an album of competent quality in its own right.



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SAME DAY 1st CLASS POST

## **PD** Scene

Games are on the rise this month as Tony Horgan and David Cassidy dip into the public domain

lucky bag..

Nightmare Before Christmas

Christmas klondike AGA cards

I've spent hours playing Klondike, but I suppose that shows you what a thrilling social life I have. The card sets you can get for the game are getting better and better. We've had Haijime Sorayama, Cindy Crawford, C64 games, and a whole lot more. Now we get cards from the purpose of the players of the set of the set



They're not at all bad. The picture grabs aren't that hot – some are a little blurred from the video source – but the variety of images makes up for any slight lack of quality you may notice. Well worth a look for Klondike fans. And if you're not a Klondike fan take look anyway

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Moments AGA demo

Demos have always been showcases for pushing the machine to the limits. In this Old Bulls production, there are moments where that ethos shows through, and others when they take the easy route. The highlights are design comes to the fore: when the music synchronises beautifully with the action: when boxes spin and morph: pictures rotate. zoom and warp - all in time with the excellent music module. The coding achievements are imprescomplex Gouraud shaded objects, such as a face and a rubber duck

-00

Amongst all this are some stunning visuals, such as a black hole effect in which various textures fall into the screen. It looks amazing perfect dance video material. It's assembled well, with lots of those little twists and turns that make a good demo so enjoyable.

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#### Jump 'Em

gaine
The idea here is to jump
across floor tiles in the right
sequence to get to the finish
The tiles disappear once
you've touched them, so you
can't retrace your steps. The
first few levels are outstandingly easy but they get progressively harder as different
types of tiles are introduced,



bounces to get rid of. If you make a mistake, you have a reserve of five emergency bridge tiles to get you back on track. The presentation and animation of the main character is excellent, although the music will annoy very quickly. A nice game to play for a while, although I have my doubts about its longevity as it can a bit respetitive.



Available from: Freestyle PD, 108 Woodside Way, Short Heath, Willenhall, West Midlands WV12 5NH. Tel: 01922 710985. Price: £1.00 plus 50p P+P.

73

#### ost It

Three modules are here, all by Tony Kinnear and they show quite a pleasant variety. The first mix of 'Lost It' has a cute feel, with a heavy breakbeat influence and some nice, chunky samples.





#### Winning Post racing simulation

It's all very well going to the local racecourse with a few friends in your tweed and your finery, but here's a game to take the hassle out of making poor bets and losing all your money. Winning Post sets up races, provides information on the horses, allows

you to place bets and then watch the results Up to six players or teams can participate, studying the form and taking their chances. No racing knowledge is required as all the terminology is explained in the excellent documentation. Rob Massey the author has produced a very refined product here There's even a running commentary on the races themselves! A very well presented package.

Available from any CLR dealer, such as: Essex Computer Systems, 15 St Nicholas Road, Tillingham, Near Southminster,



Essex CM0 7SQ. Tel:016 21778778 Disk No. CLG70. Price: £4.95 including P+P

#### Doctor trange 2

platform game



plaction gaines go, this is pretly object to gain gaines go, this is pretly or gained gaines go, this gaine shines with the face of gaines gaines gaines as it's ever polished. The graphics and sound are beaufulfully matched, with cate characters and carfact effects, whilst control is an absolute doddie. There are plenty of levels to keep you going, with password access to each one. I'm not sure whether it's better than the original, but I cheep pretly does, or it has to be sworth a look.

Available from: Telescan Computer Services, P.O. Box 1, Thornton-Cleveleys, Lancashire FY5 1SH. Tel: 01253 829292. Price: £1.00 plus

## Springtime |



Available from: Network PD, 125 Nicholson Road Sheffield S8 9SW Tel: 0114 281 0398 Disk No.: G436. Price: £0.75 plus 50p P+P. Cheques & postal orders made payable to J Shaw.

#### Alien Inspiration AGA demo



One of the best soundruscks for a while greech this deem from Passion. Henry of the present process that the present process the present process that the proce

#### **Battle Duel** tank game

The idea of two tanks firing at each other across a terrain has been around for decades, yet all the attempts at implementing it on Amiga have been simple and never really taken the game to any



omplex level. Here's the solution sion of the game, with AGA or ECS textured graphics, in which up to four players can have a go at blowing each other to pieces. The interface is of the Workbench (GadTools) style, making conrol very easy indeed. There are player, graphics and sound options

to tailor the game to your satisfaction, and four kinds of play nodes: normal duel, two-player, and two tournament modes (the atter being available only in the registered version). Battle Duel is asy to play, hard-drive installable, is likely to keep you occupied

Available from: Network PD, 125 Nicholson Road, Sheffield S8 9SW. Tel:0114 281 0398. Disk No. G435. Price: £0.75 plus 50p P+P. Cheques & postal orders made payable to J Shaw.

## chy and cratchy 4

nimation

nother Itchy and Scratchy cartoon ets the Amiga conversion treat-ent. The PD animation scene has moving onto commercial projects.

This one only needs 1Mb of RAM and is quite fun



#### 101 Games Pack 3 game compilation



Available from: Software 2000, 48 Nemesia, Amington, Tamworth B77 4EL. Tel: 0827 684969, Price £10.99 plus 70p P+P

## Super Combat 3

game

Super Combat 3 is like a two-player version of Cannon Fodder, in that the only enemy is an opposing human Extra interest comes in the form of mini missions within each level.



which have you rescuing hostages and such like Although the pace and excitement of battling against a small army has gone, there's an enjoyable rivalry generated by the simultaneous two-player set up. You will need a friend to play with, as there is no computer opponent. It's rough around the



Available from: OnLine PD, 1 The Cloisters, Halsall Lane, Formby, Liverpool L37 3PX, Tel: 01704 834 335. Disk nos. OG145 a+b. Price: £1.50 plus 75p P+P.

### Gen X

If you're the kind of person who likes lots of slippery rainbow colours wobbling around on your screen, then join the club. Gen X starts off with a good selection of these effects, taking in rotating patterns and feedback sections along the way. It's a shame the graphics don't quite fill the screen or last for very long. Half way through it goes all ambient with a good still picture and some mellow music. Soon enough the blurred graphics are back again (hooray!) and it goes into overdrive, including the music which accelerates to about 200 beats per minute. After a shaded 3D table lamp hops across the screen and a scary shark puts in an appearance, it's off to the credits at the end. Top stuff! By the way, the demo requires an extra 4Mb of Fast RAM, but it

has problems with the Blizzard A1230-III. Available from: Freestyle PD, 108 Woodside Way, Short Heath

Willenhall, West Midlands WV12 5NH. Tel: 01922 710 985. Price: £2 plus 50p P+P

### Coarse Angler

Coarse Angler
fishing game to point of fishing Man used to be a
Personally Jist don't see the point of fishing Man used to be a
been strongly and the seed of the

the package is put together very well, with a primeor manual accompanying the disks. The style is as you'd expect a fishing accursion to be – laid back. So although it may not be totally what ishing's about (you don't get those nasty stains on your fingers from the maggots) it seems to capture the whole experience fairly well, and if it gets boring, you can simulate night fishing by turning off the lights, sitting in a depart of the company of the sights of the sight o

draught and sticking your feet in a tub of cold water.



#### NEW TITLES GAMES

amount amount of scopons. amount amount of scopons. acto: Jack NECKLAUS ULTREATE GOLF

AND ONLY ASTER 101 2 Player Dynbluster done with cute to and planty of p

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not will 1.3. has editor for imagine 3. Marry Security FTS1. Not WB 1.3.

VIRILE CHECKAN WAS A NIGHT AND A CHICAGO AND 1000 word spell shecker. Not WB 1.3. PRODO A great Commodore 64 emulator. Not WB 1.3. 1047 (2 DEGGS) STAR TREK WB PATTERNS The Next Gen

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## **PD** Utilities

They say you get hat you pay for, but cliches are always proven wrong. Mat Bettinson takes a look at this little lot for proof.

#### DOpus Companion Dopus utilities

DOUBLE STATEMENT OF THE STATEMENT OF THE

lots of handy text files to show you how it's done. Hell there's even a Twin Express driver to shovel files of a networked Amiga or CD32 via the serial port. Opus users get this pow!

Available from: Telescan Computer Services, PO Box 1, Thornton-Cleveleys, Lancs FY5 1SH.

Tel: 01253-829292 Price: £1.50

£1.50 plus £1.00 P+P.

#### GoldEd 3.0

editor

oldEd is a comprehence ASCII text editor ckage. The Amiga mes with a basic one the form of Ed which uld do with some provement. And this litor is just the job. oldEd is one of the

The state of the s

water than 16 miles and 16 miles for programming ets and will need a fair amount of space to install. It's a polished program if a little to complete for someone past wanting an editor a bit better than 67 for those people i recommend as editor and 66 Amounta 2 to 30 miles when the past of the past

Available from: Seasoft computing, Unit 3, Martello Enterprise Centre, Courtwich Lane, Little hampton, West Sussex BN17 7PA. Disk: 2273
Tel: 01903-850378
Trics: 61.150 plus 50p P+P.

Essential Utils

Imagination yield Essential Inits this is your usual attempt to compile some more is due of the Unitera collection of DV utilises for a small space, in this case, three disks. The trouble is many of the versions and up being out of talks and the acuts olderion is an odd mix of stuff and some of which you are most likely to have. Then again! you've just got into Amiga computing then picking by these three world give you a reasonable starte as far as red sessitial utilities. Degraders, archivers, backey, programs, directory utilities, screen brainises, disk copiers and shapers, packeys, graders and octors all make up this oddmix. If that sounds like you've less of fun then give it a syn. The read-mell les on the disk talks you know that on it and a bit about each program. Unfortunately a

about each program. Unfortunately a later version of *Powerpacker* than the one supplied has been used to crunch everything. Oh well. Better get CFX decrunch from another PD disk Isight.

disk (sight sight sight

Available from: F1 Licenceware, 31 Wellington Road, Exeter, Devon EX2 9DU. Tel: 0392-493580 Price: £2.99 for

493580 Price: £2.99 for the three disks plus 50p P+P. MUI Applications
Magic User Interface utilities

Wagic User Interface utilities You either love Magic User Interface (MUI or hate it. Some say it's too slow and consumes too much memory whilst others enjoy customising all their GUIs, to exactly what they require. Already there are a number of applications that use MUI and this disk is a very small collection of them. However, it manages to include some really dire

This dask is useless to you unless you already have MULI recommend picking up MUI to have a look at it anyway though not for unexpanded machine owners. Most of the utilities simply arent useful enough to want to pick this disk up even if the GUIs can be turned into works of ant. An oversized MUI clock, 14 stuped GUI with and configurable (large) buttons to activate tasks? Unlike and the configurable (large) buttons to activate tasks? Unlike and the configurable (large) buttons to activate tasks? Unlike and the configurable (large) buttons to activate tasks? Unlike and the configurable (large) buttons to activate tasks? Unlike and the configurable (large) buttons to activate tasks? Unlike and the configurable (large) buttons to activate tasks? Unlike and the configurable (large) buttons to activate tasks? Unlike and the configurable (large) buttons to activate tasks? Unlike and the configurable (large) buttons to activate the configurable (large) the con

Available from: Kew II, PO Box 672, South Croydon, Surrey CR2 9YS. Tel: 0181-6571617 Price: £1.50 including P+P.

40 %

#### Words 2.3

Spell checking package

Having been on a quest for a proper spell checker for some time. I was delightgrown an English dictionary. Previously you had to either use a Word Processor or the ancient AZSnell

The installer handles everything since it talks directly to Gold Ed and after asking to save the settings a few times. SpellIt (the actual spell checker that Words relies on) is installed in a menu. As I type this, my spelling is being checked on the fly. After typing a misspelled word, a requester pops up with suggestions. Very impressive in operation. Words that it doesn't understand are Darn handy. With the addition of Words 2.3, Gold Ed really does turn into the best darn text editor I've seen on any platform

Available from: Ground Zero Software (Dept CU), 4 Chandos Road, Redland, Bristol BS6 6PD. Tel/Fax: 0117-9741462 E-Mail: zero@ground. demon.co.uk, Price: £1.00 plus 75p P+P.

## Image Studio 2.0

IGN PROCESSOR

IN THE PROCESSO

West Sussex BN17
7PA. Tel: 01903850378. Price: £1.50
plus 50p P+P

#### ColorWB

Workbench enhancement package Arrgh! Not another Workbench enhancement package! Yep that's what it is

except this one caters for those not keen on MagicWB. It uses the stock pallet and style and a few low colour depth backdrops of glamour girl shots. A good collection of icons for a range of programs are provided and even the essential Intel Outside backdron

Overall this is a rather basic collection. You'd do better to get yourself a nice MagicWB collection and a few add-ons but it is, after all, a matter of taste. However, you might like THE ROTHS LAND WHEN HE SHOULD NO the standard WorkBench. In that



taking the tablets and let life slide by.

Available from: Pixel Digital PD, Stanley Dock Market, Regent Road, Liverpool 3, South 4, Pitch

121. Tel 0151-2594 017 Price: £1.00 plus 50p P+P

## Sonic Drum Kit V2 drum machine Sonic Drum Kit V2 is a simple GUI driven drum

machine. Clicking on a drum soon and a box in the pattern view will add the instrument there. Unfortunately this is about the best aspect of this program. We kepband shortcus, everything must be done with the mouse. Even moving around in the time of the state of th

before the mouse movements became tedious. Hell you can't even mix them from separate drum kits to ake a decent one

The best thing were some of the funny samples provided. However, I'd steer clear of this one, there's tter around that's easier to use

Available from: Malcom Lavery (author), 20 Shakespeare Avenue, Orgill, Egremont, Cumbria CA22 24F To: 01946. STITES ON BOUNDARY STOP including Code Name Nano game

#### Mandela Mandelbrot fractal generator

Oh no not another mandelbrot generator! Yes it is but this one's worthy of a mention for one reason. It has a rather unique way of drawing mandelbrots. It seems to find the boundaries of colours and draw them first filling in the details later. Very pleasant to watch it work rather than a 'brot filling the screen from the top down very slowly. Speaking of speed, Mandela is pretty nippy to boot. I noticed that if you have an FPU you are better speed stakes. Drawbacks are that it only seems to be interested in PAL screen modes. Productivity and everything else seems to have vanished though I seem to recall running this on a graphics board so extra modes do work, just not the native modes. Shame really, Colour resolution up to 256 colours is catered for Mandela is compact, fast and interesting. Definitely worth a look

Available from: Seasoft Computing, Unit 3, Martello Enterprise Centre, Courtwich Lane, Littlehampton,

West Sussex BN17 7PA. Tel: 01903-850378 Price: £1 50 plus 50p P+P.



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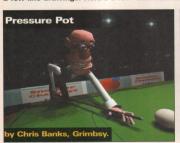
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There's no need to limit your artwork on your Amiga to a few line drawings. Here's a few who certainly haven't.



#### Banging A **Big Drum**



by Lavit Simon. France.

#### Plasmafield



#### Johnny Devik, Norway

#### Quiet Night In



by Paul Hamilton, Devon.



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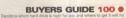
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longer cause you any problems once you've read this.

**DIRECTORY OPUS 101** 

Find out just how many Public Domain goodies there are out there that can help

**IMAGE FX 102** Photo montage effects are on the menu in this month's look at what our June cover disk Image FX can do

PROCALC 104 0

Small business owners leap for joy, or any avid ProCalc users out there

PRODRAW 109 Some ideas for designing your own business cards, stationery or

your own business cards, standing, the like with a little help from ProDraw.

**COMMS 110** Welcome to the return of an old favourite - our wired world column.

**GRAPHICS MASTERCLASS 116** Deluxe Paint V has finally arrived with a fresh new set of exciting

textures on board. We check them out **SUBSCRIPTIONS 120** 

We've got three superb offers for you this issue: 12 issues for the price of eight, the choice of a free gift or fantastic reductions on mobile phones.

FAQ 125 All you ever wanted to know about cover disk problems but were too scared to

ask in case anyone thought you were stupid.

M



After many promises, we announce the return of the ever popular Comms pages. following on from last month's Internet feature. DPaint V has arrived with a tutorial hands dirty with some exciting photo montage techniques in Image FX. All of that, plus the

conclusion of

the Directory

Opus series, and a three-

page special



tribute

eq 73 5937 **OSA MASTERCLASS 120** 

Feeling lazy? Yes. Well, now you can set your Amiga to sit around waiting for one thing to finish before it starts another while you have lie down.

The Q+A team has a new member. Amiga diehard Mat Bettinson has joined our frest faced tech ed Tony Horgan in the fight for Amiga technical knowledge.

**BACKCHAT 122** 

There's no end to the Amiga-related topics covered in this month's reader's letters; sex violence, astrology, it's all here (well almost).

POINTS OF VIEW 130
Can Power Computing and M-tec carry GVP forward or is all hope lost? Our new technical bod poses the question.

# **Buyers Guide**

Get a hard drive that's just right for you. Here's how to go about deciding which model suits your needs.

t's become a bit of a campaign here to urge you to upgrade, and kit yourself out with a better system, It's the only way the market will grow and thus entice software developers to create bigger and hetter programs

A classic example of hardware limitation is the size of programs, in particular games, Look at PC and Mac systems and games are, in nearly all cases, hard drive installable. On the Amiga, however, the number of people without hard drives forces developers to continue writing games that run solely off floopy disks. The result is that Amiga games need to be broken up into loads of small files, and masses of disk swopping is required when playing them. This prevents developers from creating games with lavish graphics and sound, and slowly but surely Amiga games fall The answer is to upgrade your

system, fitting a hard drive. But which one, there are so many advertised? Or it looks like that. In reality the various hard drives on offer aren't that different. In real terms there are only a few considerations you'll need to make to narrow down your buying decision.

The first consideration you'll need to make is where you want

drive There are three possible places you can deposit the mechanism Possible choices being: internally, hidden from view. externally bolted onto the side of the Amiga, or externally in a self contained box hanging off the back of your system.

#### Price range Internal units are the tidiest

being completely self contained with your Amiga. They also leave your trapdoor expansion bay and PCMCIA port free for things like RAM expansions and CD-ROM drives. Internal models also have just under £100. Models that hang off the edge

of the Amiga are connected via the PCMCIA interface. These are the easiest to fit, but prevent you (although a hard drive with an optional CD drive via the PCMCIA The final type units that hang

off the back are the most expensive (prices start at around £250), hardest to fit but also the fastest. These work by using an interface on an accelerator card plugged face provides a cable which leads through the insides of the Amiga. and out a space on the back to a hard drive. You'll also need to find a box and power supply for the If you're new to the Amiga



▲ The Apollo 1238/SCSI 2: an accelerator card with a built in SCSI option.

you'll probably want either a PCMCIA unit or to have a dealer fit an internal unit for you. If you're an Amiga or want the for an expansion card hased model.

#### Size counts

The next consideration is size and here if most definitely being measured in the number of megabytes you got per pound, the more the merrier.

If money was no argument the answer would be simple, go for the biggest capacity you can afford. You are bound to fill it up eventually and the bigger the capacity the further away this event will be.

However money is more than a passing interest to most of us. and so you'll need to decide how are the cheapest, so if you can't go for these as you'll get a bigger drive for your money.

#### Let's interface If you've come to a decision

about the last two questions, the last problem will answer itself the type of interface the hard drive uses. PCMCIA and internal hard drives invariably use IDE These are low cost and give average performance, you also have the advantage that the Amiga 1200 and 600 have IDE interfaces built in so you don't need to pay for a new interface - keeping costs down.

The alternative is SCSI (Small Computer Systems Interface).

using SCSI interfaces are faster and you can also connect up to seven of them at once, so they're better but cost more

As already mentioned, if you want ease of use and low price IDE is your route. Then it's simple a matter of looking through the adverts for either an internal IDE hard drive (check out First Computer), or a PCMCIA hard drive using IDE - the obvious ones being the Overdrive. These are available in capacities of up

to about 500Mb If you want performance check out SCSI based systems, sion. These are available in large capacities, going over 1Gigabyte in size, ie huge. That's it for this month, until next issue ...

**Andy Leaning** A few places to try ...

First Computers 0113 231 9444 Gordon Harwood 01773 836781 HiSoft 01525 718181 Silica 0181 309 1111 Visage Computers 0115 9444 501

# **Directory Opus**



To finish this series off we've rifled through some PD libraries to find lots of utilities that will help you get even more out of this excellent program.

ongratulations, you've made it to the binectory Osus tutorials. It's been a long struggle but more than a passing knowledge of Opus. Over the last seven or so months we've covered practically every aspect of how to configure Opus: how to not other programs, how to make the last seven or other programs, how to make the object of the other opus of the ot

As a command centre it's meant to provide complete control of your Amiga, to harness its power. Yet so far the programs we've shown



A Here we've setup DOpus to use LHA to decompress files. Other utilities like DMS are also worth setting up.

up

9444



A Setting up Opus to handle different programs is simple. The configure menu is easy to work your way around.

#### BBS configuration

If you've got a modem it's well worth have a travil around the various Amiga BBS and internet sites. There are bucket loads of user configurations and Arexx scripts floating around, they prove invaluable for learning more about Opus and if you were the sort of person who nicks other people's ideas they're great for ripping off, although we'd never suggest you do that ...

working with Opus have been the basic AmigaDos utilities, like the standard text editor. Hardry suitable for getting the most out of the Amiga, or enough to give you the tools necessary to let Opus really shine as a centre for file management. So to finish the series off Yes spent the last week or so looking at the vast number of PD and sharware utilities that can be used alongside our cover disk to help you get more out of it.

### Let's hear it for Opus The first programs are those for playing sound

files. There are numerous different sound sample formats on the Amiga and the basic player supplied with Opus will play just a few of these. So a utility that can play lots of formats is a must. One I use, and can heartly recommend is Dell'Tacker. This is a PD program that, by following previous tutorials, can be used by Opus by simply clicking on a sound file. But the Amina is more than just a sound

system, its main strength is in graphics, anmations and pictures. Side a look at the catalogue of your favourite PD library and you'll find masses of utilities for displaying the various graphical file formats available on the Amaja, Formats, you'll want to handle are Companied to the property of the property of For top notch JPEC viewing check out jopeAGA. It's the bee's knees. Also take a peak at ViewTek which handles masses of other file formats.

#### It's a tight fit

Not really in the normal viewing or playing category of utility are compression tools. When



A DeliTracker is a great utility to use along side Directory Opus. Set it up for use with Opus and you'll be able to play a let more samples.

used alongside Opus these will allow you to uncompress or compress files stored in archives. My system for instance is set up to recognise LFA, DMS, and 12P file types. The programs to handle all these formats are wideby available from PD libraries and we highly recommend you have a go at configuring your disk to sunport them.

The last option you might want to consider is upgrading the use of the standard AmigaDos text editor. I use EdWord and find it really helpful.

And that's about it. The last thing worth pointing out is that there's an increasing number of PD disks now appearing that are just packed with utilities and add-ons for Quss, in particular try out the DDpus Companion. Those I've seen are well worth having and a must for serious users, your PD library should be able to supply them — If not call Active Software on 01325 352260.

And that brincs us to the end of the Quus

tutorials. If you've got any questions we can't, unfortunately, answer them over the phone, but by all means drop a line to QBA at the usual address and we'll answer them through the pages of the magazine.

#### Andy Leaning

#### Risky business

It's copporate suit time. Over the last couple of weeks I've come across several people selling copied CU Amiga Magazine cover disks. This is without exception illegal. The commercial software on our cover disks is capying to the original developers which to the land of the disks from anyone except on back issue department of anyone except on back issue department is illegal, as is selling them. If you find anyone dising to other its but them. If you are selling them, don't.

# **Image FX**

Photo montage effects are vet another stunning feature offered by

Image FX. Here's how it's done.

mage FX is excellent for creating photo montage type pictures, as you can see from the images on these pages. In the days of 32 colour low resolution this kind of thing was virtually impossible. However, Image FX can work in any of the Amiga's many screenmodes, using 24-bit colour and picture sizes limited only by the amount of free memory which means photographic quality results are easily within range. Bear in mind that although the program will run on as little as 2Mb of RAM, to produce the kind

of pictures here you'll need some

extra memory. This is mainly due

to the way the program converts all of its images into 24-bit colour (16 million colours), regardless of the number of colours in the original picture. This has the advantage of not limiting your pictures to the colour palettes of the original images.

When it comes to saving out your pictures you can decide to store them with fewer colours if you wish by rendering them and saving the rendered images rather

The two step-by-step tutorials this month concentrate on combining parts of different images into a single picture. These techniques are used extensively in the



1 A 'Fractal Frog' is a 640x512 pixel 24-bit image. It's an example of fairly basic image composition, replacing the background of one image with another. Follow these steps to find out how it was done

worlds of publishing and advertising. Take for example the billboard advert that shows a horse sitting in the boot of a car. Then there's the current advert for Speedo swimwear, in which a woman is seen to be diving into the sea

alongside a trio of dolphins. Neither of these pictures are 'real' Both have been created by combining images from at least two different sources, proving that image composition can be a lot more subtle than raving frogs and missed out on this amazing fully functioning program from the June 1995 issue of CU Amiga Magazine, call our back issue department immediately and order your copy. Phone 0858 468 888 and secure yours before stocks run out.

Next month we'll embark on another leg of our journey through the world of image processing. Tony Horgan





















Cougt Colors

Cancel





















If you have a small business or are still having problems using ProCalc, check out the following pages they should see you right.

s anvone Double Entry Example Wages 18th August 1995 Cash far will testify, our November cover disk is a tremen-23rd August 1995 Cas dously powerful program. In fact it's Material more than capable 27th August 1995 Cash books for a small Sales business. Over the 18th August 1995 last few months we've shown how

A Figure 4: an example of a double entry book. This is only an extline to show the structure. In a real world case the two sides of the book should ture out to be the same. use its pre

sentation tools. For experienced business users this will be more than enough to get them up and running in a small office.

functions work, its

we've had phone calls, Email,

faxes and letters from new users asking how to set-up ProCalc to handle ledgers and books Unfortunately this really requires an understanding of how to handle books and accounts first,

which is a huge subiect on its own, and The Bonsai Tree we certainly don't have space to cover it here. 18th August 1995 Wage £70.85 What we can do how-18th August 1995 Cash Sale 23rd August 1995 Rent £200.00 ever is to show you 25th August 1995 Cash Sale 27th August 1995 Material how some of the basic business accounting 28th August 1995 | Cash Sale paper work is done. allowing you to build

A Figure 1: the most basic form of book keeping. This is useless as any-thing other than a basic record of what's come in and what's been seent. on this basis. If you'd like to know more

	Debit			Credit	
August					1400
Carried Down		£300.00			
18th August 1995	Cash Sale	£129.00	18th August 1995	Wages	£70.85
25th August 1995	Cash Sale	30.00	23rd August 1995	Rent	£200.00
28th August 1995	Cash Sale	£25.00	27th August 1995	Material	£50.20
				100000	1000
11.32	E ALL	0.000			100
	Balance	£162.90			-
	1000				

A Figure 2: more practical recording, breaking up what has been speex and what has a groups. Using ProCalc we can also quickly find if the company has made or lost money.

about accounts and the mechanics of ledgers etc. take a look in local higher education establish about business courses.

Total

Basic business financial recording starts with a log of all transactions. At its simplest this looks something like that in figure 1. This shows what's come in and what's gone out of the business,

However, it's not very helpful; it doesn't tell us anything about the state of the company (is it making or losing money?) other than a lot of activity is taking place. We need a system that will tell us exactly how much money is being made or lost and where it's going.

Made in Italy Thankfully someone else ha done the hard work for us and fig-Luca Paciolia, an Italian, described in 1494 a system of book keeping

used by Italian traders. Others extended and built on this system over the years until the present day. The current

## Outline-arama

When working on business projects there will invari-ably be occasions when you have information in a want printed, or hidden for a short period of time. Imagine for instance you had a database of products. make a very quick price list if you could somehow hide the cost information and tion and sale price. Or if you could have an invoice that in the spreadsheet again, there's obviously no way you'd want your cus-tomers seeing this data, so a way of temporarily hiding it when printing it would

be useful.

This is exactly what the outlines menu is for. Take a figure A. It shows a fairly typical business spread-sheet consisting of product name, codes, costs, product wanted to make a price list you'd only want to show names, codes and prices, by product category columns and then clicking on Outline/Hide/Columns we can then remove this infor spreadsheet in, hiding the columns and printing it. You'll also notice that our il, but again you won't ant customers seeing. Under each product row

entry book keeping is based on this ancient, but workable, system. This shouldn't be too surprishad the same requirements as modern business people

downs. Selecting these

The current day system is a very complex subject (which is why any of you who have had contact with an accountant will have had a hefty bill) but managing and recording things through programs like ProCalc can help

rows and clicking Hide/Rows will again hide this information, but this time removing To get back the information you's hidden select the hidden columns

Columns or Outlines/ Reveal/Rows But Outlines can do still more. Take a look the scree shot in figure B. This shows fairly standard staff record and telephone numbers to make a guick phone list. This

Columns select columns A,B, and C and click on Outlines/Create/Column/ Left removes various informa om view, but leaves the larting column visible. The dvantage is that using this pproach *ProCalc* keeps and internal reference of the his den data and allows you to quickly turn the display of them on or off, instead of and hiding them. Try it out by clicking on the bolded heading column - notice how



now reappear. You can do the same with Rows by using Outlines/Create/ Row/Top

Another use for Outlines is to use ProCalc as an ideas processor - frequently found in the more pow-When creating a report or document it often helps when planning it to form a writing. This way when writing it you have a clear plan and won't forget something while working

Take this panel for stance. If I'd started out escribing outlines by the well have forgotten to men-tion that Outlines can be used as an idea's processor. By using Outlines however I can flesh out the structure

> check each section is written. I this use, type your umn A would

**Creating Templates** 

If you have a regular job to carry out in ProCalc, an invoice for example, you can create a skeleton of formula and spreadsheet layouts that you can quickly drop information into.

To make a template create the spreadsheet model that you'll use on a regular basis. Now strip out all the information that will change cells containing references will change to show 'Errror'. This is simply because there's no longer any data for them to work on, don't

Now save this spreadsheet under a name, 'invoice.template' for example. In future all you need do is load the template and quickly key in fresh data and hey presto you've done the work in half

Don't forget however to save the updated spreadsheets under a different name, otherwise you'll overwrite the template name and have to create it again

would say 'Outlines - Idea Processor'. Then in the next rows down I list the main points of these two groups. Column A row 2 for instance says 'Exampl 'How they work'. Column row 2 meanwhile has 'Ho they work', and row 3 'Examples'. Now using Outlines I can hide the sul sections of each mainhead ing once it's created, allowing me to focus on theory at least, giving bet ter, clearer and more structured documents. the smaller amount is taken away from the larger amount and the result put under the column that had the smallest total to start with. This gives us a vital piece of information; has the company made or lost money. If the figure is on the debit side the organisation is in good shape, hopefully

The screenshot in figure 3 shows the formula used to do this. I've used the IF function to find out which side to put the result in the other side is disthis formula, although remember that you'll need to change the cell references accordingly for each side.

#### And it still gets better!

But things are still not quite good enough. We need a way of findis spent on wages, telephones, electricity, transport, insurance etc. For this we need something more involved. Take a look at fig ure 4. Notice how once again tem, but this time it's broken down into types of expense and income. Wages, materials, telephone, rent, and electricity etc are all tracked. To do this in ProCalc requires very little formula use, in fact just the Sum oper ation to total the two sides up.

The rest is down to layout. In this example I've got a series of rows grouped under

make it much less expensive - the more accurate records you have the less time it will take an accountant to sort out your dealings. The

illustration in figure 2 shows how. the transactions are split up into two types: credit and debit Debit is money owed to or

Professional Calc V2.0, by Michal Todorovic. 🐵 1993 Gold Disk Inc. =IF(SUM(C5:C6)>SUM(D5:D6),SUM(C5:C6)=SUM(D5:D6),8) ZBUP A E E E E E E E K & P FO III PR None ▲ Figure 3: this is the formula used to show whether a profit or loss has been made on our book keeping spreadsheet

#### Invoices

With its good text handling abilities *ProCalc* makes a ndard means by which business 'bills' another, ing them how much is owed for goods or services All invoices should contain l basic pieces of i . Firstly your com ame and address, th e on letter head alth

they can be printed by ProCalc as part of the invoice if needed. If you are registered for VAT, your VAT number should also be shown. Next is the company to which the invoice is being

hich the invoice is being ent, the creditor. If you had

sent, the creditor it you had a database of customers (you can use ProCale's database facility for creating this) you should have an account number for each customer, this should also be on the invoice. Next is the date the invoice of the contraction of the co

should have on account number for each customer, this should also be on the invoice. Not; is the date the invoice was issued; you may want to charge interest if the company pays late, in which case the date is important. The date is also used for tax calculations are considered in the company pays late, in which cases the date is important. The date is also used for tax calculations are made to fire in the particular invoice should you need to discuss it with the debtor. Then of course you'll need to define the various parts of the invoice. If like most you're a product better to company, involved in selling got (an entry), their description, possibility a product code, a unit price and an amount giving the total value for those goods.

The final piece of information on the invoice should be the payment terms (payment on receipt of finalists.) We company and the total amount once the payment to the course of the payment to the payment to the payment to receipt the value of the payment terms (payment on receipt of finalists.) We company and the total amount work. The actual total sums will change between invoices, but once you standardies the movice layout the headings showing where everything is will remain static.

will remain static.

A typical invoice layout, created in ProCalc is shown here. Notice how I've used different fonts and sizes to highlight different parts and made it look less like it was created entirely in one program. The actual formula used are very simple, in the cells next to the Sub-Total, VAT Total, and Invoice Total and in the Amount column you'll have formula scalutaint ghese amounts.

eave formula calculating these amounts.

For the amounts column there is a simple formula multi
slying the figure in the unit price column of that row by plying the figure in the unit price column or linar it on why the number of units on that row. The Total formula is simply a sum function of the cells in the Amount column for each product line. The VAT panel takes this amount and multiply it by 17.5% and then divides it by 100, giving the VAT payable at 17.5% — the standard rate of fax. The Invoice Total formula finally takes the last two cells and each, then consorting.

adds them together.

Depending upon the type of business you are in you might also want to offer a discount. The method of impleght also want to offer a discount. The method of im-inting this changes from company to company. Somorganisations show the discounts in a new column for each row of the invoice, while others show the discount code as an entire new row completely — coming after each product description row. Either way taking this discount into the calculation is a simple matter of subtracting the amount from the totals.

INVOICE	DESCRIPTION DOTAL		The Bonsai T
То:	Mr. Glover 18 Schonfield Street Lauper London		19 Aspen Court Suffolk Close Leaford SG3 1ZX
Invoice No. Date: Customer Ac.	R10234 18th August 1994 GL2342		
Quantity	Description Chinese Elm Serissa	Unit Price £40 £35	Amount £40 £70
		Sub-Total: Vat Total: Invoice Total:	£110 £19 £129

Payment Terms:30 Days Net from Date of Invoice

rows covers a different type of transaction, as listed above These are split vertically into six columns: the date, description and amount of outgoings and the date, description and amount of hottom of each group we total (bold etc) to make the headings stand out making it even

One important point I should make before any accountants out there write in and complain, is that in a true double entry book the two sides should match up. with spending on outgoing pages, however, are purely to demonstrate the structure of double entry books, and how ProCalc can be used to handle them, it's not a real world example, you don't need to tell us!

#### Easier to see From the information so far pro-

data to gain further information or build balance sheets, or even use ProCalc's graph functions to ny money goes. A typical graph pages see how much easier it is to interpret the picture form over the table form.

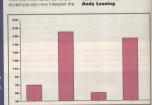
#### Recalculation times Naturally the bigger the company nets the more complex the

spreadsheet can get, and in some cases recalculation times will start to show, particularly on older Amiga systems.

If you don't want to go through slow recalc times whenever you make a change or enter in a figure, you can get around the problem by using ProCalc's Calculate Setting. Pressing Amiga and 9, or click on the Options, Preferences menu to try it out If you change the Calculate setting to off and then click on continue. ProCalc won't recalculate the sums and other formula until you This, you may remember, is the small equals sign in the too left-hand corner of the ProCalc window.

So there you have it, the basic spreadsheet models for business. There are plenty of others you can also create, credit notes. purchase orders etc. These and others can all be built from any the basic models we've shown here, it's just a matter of using your imagination and utilising ProCalc's amazing text

formatting capabilities. That's it for this month, next month we'll bring the ProCalc tutorials to a close, with a look at the programs Macro and Arexx capabilities. See you then.



▲ Using PreCalc to give us more information from the double entry books. This shows where the various busi sess expenses are going

## PCSAMES.

Yes-s-s-s!!! It's true! At long, long last, Lords Of Midmignt, Mike Singleton's 90s update of the old Spectrum classic, is here—and the only place you'll find an exclusive in-depth review of it is in this month's issue of PC GAMES!

OUT

# Lords Of Midnight



**APRIL 1995**  ON THE DISKS: MovieSetter, clip art and Fife International Soccer demo. PLUS free

MovieSetter manual. FEATURE: Animation made easy.
 INSIDE: Power CD-ROM, PD Special, ATR, Turbo Trax, Dawn Patrol, Super League Manager, Baldies preview.

JULY 1994

ON THE DISKS: GB Route, plus playable demos of Elfmania and Valballa.

FEATURE: Upgrading Your Amiga

UISIDE: DPS Par Card, Montage, Perger and HiSoft Basic 2, Banshee, Valhalla, mania and a first look at Scavenger

AUGUST 1994 • ON THE DISKS: Art School Turbo, plus a plane SOLD OUT

or peluxe Paint 5 nodens. Ishar 3, On The Ball, Putty Squad and Kick Off 3.

SEPTEMBER 1994 ON THE DISKS: DirWork 2, Music File Converter, plus a demo of The Clue.
 FEATURE: 3D Special.

INSIDE: Brilliance 2, Imagine 3, Theme
 Park, Universe, Kid Chaos and Dreamweb.

OCTOBER 1994 ON THE DISKS: DPaint 5 demo, Realtime Effects Generator 1.5, Storeogram 3D picture maker and Dragosstone demo.

FEATURE: Storage special.

INSIDE: Over 50 software and hardware

products, Ruff 'n' Tumble, Litil Divil. troit reviews

NOVEMBER 1994 ON THE DISKS: ProCalc v2 full program, VideaTracker 2, Football Glory demo. · FEATURE: 101 amazing tips!



MAY 1995 ON THE DISKS: ProDraw 3 (all non AGA Amigas), OctaMED 6 and Baldies demos

· FEATURE: Ten printers reviewed, rated INSIDE: ECTS report, Brutal Proview, DPaint Personal Paint, Photogenics and Brilliance compared, eight CD-ROMS reviewed.

· REVIEWED- Guardian, Robinson's Requiem

and Super Stardust.

**DECEMBER 1994** ON THE DISKS: X-Cad Design, Christmas

Theme Park domo and Super Stardust tunnel level demo FEATURE: Word Processing guide.
 REVIEWED: Rendale 9402 Genlock, Bass

Station, Powerdrive, Mortal Kombat 2.

JANUARY 1995 ON THE DISKS art for fun and profit! t: Rise of the Robots, Sens World of Soccer, RoadKill CD32, Beneath a

Steel Sky CD32 FEBRUARY 196 ON THE DIS

Fighter, Kick Off 3, Lemmings III, MKII players quide.

**MARCH 1995** ON THE DISKS: Modeler 3D, Easy Lodger

demo, Valhella Before the War demo.

FEATURE: Hook up your hi-fi and video to you Amiga for brilliant sound and vision.

INSIDE: CD-ROM reviews, Frontier 2, Riggard Accelerator, Frontier 2, Bloodnet, Skeleton Krew, Sensi Fancy League.



 ON THE DISKS: Image FX 1.5 (all Amigas with 2Mh). Ultimate Soccar Manager demo FEATURE: Image processing — we show you bow it's done

INSIDE: RAM speed test: Blizzard 1230 III. Siren Apelle, Octamed 6 reviewed, Primal Rage, Sensible Golf previewed.



**JULY 1995** JULY 1995

ON THE BISS: Aderage 2.8, Powerhase v3.4, Arcade Snooker – full pame.

FEATURE: Stop by step guide to the Net.

BISDE: First report from Germany on Escen, LightWave 6 procieved, Cinema 40, Scala Militadle reviewed, Cinema 40, Scala Militadle reviewed, Vincen, Thi? reviewed. Star Crusader, Big Red Adventure previewed

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usiness cards, wedding invitations.

headed stationery and the like can

set you back a pretty penny. Now, you can have a go at creating your own for free, with ProDraw - our May cover disk. Try creating your own logo once you've followed this month's tutorial on how to create curly twirly effects with words. It's easy once To begin, press Left Amiga-W to turn on Wireframe mode, which will speed up the program as we go through each step. Another way to turn Wireframe mode on is by choosing it from the Preferences menu, making sure it has a tick next to it to show it's selected.

Creating twisty, bendy designs with words is simple with ProDraw. Let us show you how it's done.

Hen the Pas tool to draw a straight line. Add a paint in th of the line using the Hook tool and then grab the small hollow either side of the middle point to alter the shape of the line. Towns Towns Towns Towns ARCHITECTURE TO BE THE THE THE PROPERTY.





A Now you've outlined the path your words are going to fo

.......

SHOWING

press Shift-Delete and do it again. Circular text

With the circle and text on the page, click once on the text and then while holding down the Shift key, click also on the edge of the circle to select it. Choose the Alian Text With A Curve tool from the Special menu or by using the keyboard shortcut Right-Amiga 1. Make sure Flush and Rotate Letters are selected. Click OK and the text will be aligned with the curve. If it looks a mess, press the Esc key and use the Size tool to alter the size of either your

Now to create some circular text. Click on the Text tool and choose your font and a size for your text. I've chosen Triumvirate and 36 point. I've also altered the Aspect Ratio text

gadget so that it reads 200%. This will make the text twice as wide as it is high. Once these attributes are set, click OK, stamp the text tool on the page and type out your text. Next click on the Circle tool, click once on the page, hold down the left Alt key and draw a circle. To finish the circle, click the left mouse a second time. If you make a mistake you can

Manual update

ye've had numerous enquiries ut manuals, which at the time of ing, were somewhere in the mid-ntic en route to the UK. These nes and cover the program in depth. or a free information pack about roDraw manuals and other disks conor *ProDraw*, write to LH Publishing, 3 Gairloch Ave, Bletchley MK2 3DH

text or the circle, until both are aligned properly. You can also try selecting Scale Text to Fit in the Alian Text With A Curve requester Once you have your circular text, delete the

circle (not the text). We are now going to make a curved line and align some text to it Click on the Pen tool (next to the Text tool) and stamp it down on the page by clicking the left mouse button once. Now hold the Alt key down and drag out a straight line. When the line is about six inches long, click the left mouse button to finish the line and press Esc to abort the Pen tool.

the middle of the line. You do this by clicking once on the line with the left mouse button. Now click on the point you have just added and you'll notice two hollow boxes on either side of the point. Grab the right-hand hollow box and pull it up the page. Notice how the line changes shape. Continue playing with this until you have a curvy line you're happy with. The end points of the line can also be moved. Type some text onto the page and then align

it with the curve in the same way we did the circle. Once you have what you want, delete the line and place the curved text over the top of the previous image, making the two pieces of text different colours. Spruce up the logo by placing some coloured boxes behind it, some more text in the centre or even put some photographs behind it like we did last month

#### That little bit extra Finally, let's add one of ProDraw's special

effects. A shadow would be nice. Select the text, press the TAB key and then move the duplicate into the required position. Select the original text and choose Bring to Front from the Object menu to complete the effect. Larry Hickmott

# Wired World

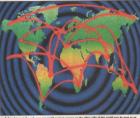
Never mind the baud rates ... here's the first of a new series on all you need to know about the internet.

he telephone was the wonder invention that linked the fer corners of the world. Thanks to it Kennedy and Kruschev parrowly averted a nuclear catastrophe with a couple of long distance natters. There was one drawback for the average user though; enormous telephone bills. Now. through the Internet people in America can talk to Russians or the rest of the world for the price of a local call. It's more than a place to chat, though, you can download lots of games and utilities, read information on just about any topic and lots lots more. Last month's feature went a

long way to explains terms such BBs, Internet, Fidonet, E-mail, surfing and baud rates. Over the coming months this tutorial will take an even more indepth look at the Net and take you through the whole process from getting started to starting up on your own.

### **Getting** wired

To get on line you need a modem. This little flashing box that shovels data over the public telephone lines comes in many shapes and quises though to be honest most are identical in operation. Only the shapes and speeds vary radically through various models and brands Brand names like Supra. USR and Haves have gained



A Before interest the only way you could contact anyone on the other side of the world was by post or an expensive phone call. New you chart to anyone anywhere for the price of a local call.

favour as being known to be reliable However CU Amiga Magazine has known strange no name el cheano modems to behave faultlessly. The key thing is that, if you are buying a modern make sure you can bring it back if Rather than delying into the

innermost workings of a modern. there is some rather basic advice we can offer. Buy the fastest modem you can afford. Buy a minimum of a 14400 baud (bits per second) modem or preferably

a 28800 modern, prices of which have dropped over the last year or

two. A faster modern will cost more initially, but you'll have cheaper phone bills as a result. Buying a modern without at least Class 2 fax capability may also lead to grief later. Obviously

faxing from your Amiga is a very handy thing to do. Note that there's very little shareware available that handles the Class 1 fax system. Modems capable of only Class 1 faxing have very basic functions, forcing the software to do most of the work. The Supra 144LC is particularly good value for money and a trusted brand to boot. Even with the addition of commercial fax software to handle its Class 1 only fax capability. it's still cheaper than many noname brands

## Free software

If you buy your modem from an Amiga dealer, you'll probably get a shareware comms package thrown in. Otherwise, it's time to call up your favourite PD house and get yourself something like NComm. We recommend this in particular since it's very easy to set-up and has most of the functions you'll need. If you are buying



from a non-Amiga specific dealer you should check that a 25-to-25 pin XT serial lead is supplied (PCs use 25 to 9).

#### A simple set up Most modems come out of the

box in roughly the correct configuration. Just set your term package up to 8 data bits, no parity, hardware or RTS/CTS handshaking and the important bit: select a haud rate of 38400. A common mistake is to choose the same rate as the maximum carrier speed of the modern, If your modem is a 14400 unit, this is not the speed that you would set up in your terminal software. Many modems have in-built data compression features, so although the two modems could be sending data to each other at 28800 bits per second, this data is in compressed form. When it reaches the destination modern. the data is decompressed, and then sent to the computer through the serial port. In order to get all of the decompressed data through the serial port fast enough, the software needs to be running at a baud rate in excess

of 28800 in order to keep up. Note that on a 68000 CPUbased Amiga, rates higher than 38400 are unreliable mainly due to the Amiga's woefully inadequate single byte buffer. However, with a 28800 modem and an Amiga with a 68020 or faster CPU, a rate of 57600 could be used.

Another common mistake is to try to set up this serial rate from the Workbench serial prefs. We've vet to see a terminal package that uses the Workbench settings, which are limited to 31200.

#### Dialling out We should now have a modern

and some terminal software conwork. You can make sure everything is working properly by asking your modem to give you a dump of its internal memory ie load whatever it has in it s memory to your Amiga. If you have a USR

# Modems: prices and suppliers

£169.00 Aceex v32.bis 14400 Class 1 Fax Aceex v34 28800 Class 2 Fax £229.00

Power Computing 01234-273000

€169.95 USR Sportster v32.bis 14400 €269.95 USR Sportster v34 28800

Gordon Harwood 01773-836781

Supra 144LC v32.bis 14400 Class 1 Fax Supra Fax144 V32.bis 14400 Class 2 Fax Supra Fax288 V34 28800 Class 2 Fax USR Courier 'V.Everything' Class 2 Fax

£96 99 £152.99 £199.99 €327.99

First Computer Centre 0113-2319444

# What do you mean by that?

Baud: The transmission speed of a modern given in bits per second. Divide by eight to convert to bytes per second.
 V22.bis: Term used to describe 2,400 baud modems.

V22.19is: 1effm used to describe 9,600 baud modems.
V32: Term used to describe 19,600 baud modems.
V32.bis: Term used to describe 14,400 baud modems,
currently the most popular type.
V.FC & V34: Two standards for 28,800 baud modems.

The later is the current official standard but is identi-

The later is the current official standard but is identical in performance to VFC (very fast class). V34+/V34.bis: Two brand new standards. V34+ is 33.600 baud and V34.bis is 38.400. Currently thes are rare, but they will be available soon. Only the

h Speed Transfer. An old USR standard for nd 16,800 baud. Rare now though it still

BBS: Bulletin Board System. Any dial up service ccessed electronically via a terminal package. irchivers: Utilities that compress a number of files

Archivers: Otilities that compress a number of files into a single file that is smaller than the original total

O'-Modem: The name of a protocol used when transfer-ring files. Every BBS and terminal package should sup-port this. We highly recommend you attempt to use this rather than the other older and slower protocols. AmiTCP: The Internet software for the Amiga. The latest versions are commercial but v3.0 is freely distributable and work perfectly.

# A This ...er ... friendly face you see here is a sysag's way of announcing he's on line.

modem, just type 'AT&V' or 'ATi5' After hitting return you should get a screen full of numbers. Note down these numbers, and refer to your modem's manual. You can then make adjustments to the modem setup according the manual's instructions.

At last you're ready to dial a bulletin board. The standard method of dialling a BBS or any other phone-line connection is to type

ATDT number

The word 'number' in the above line would be replaced with the phone number of the required BBS.

The modem will dial the number and attempt to negotiate the common between your modern and the modern you are dialling After a bit of whistling and screeching, you should see the word 'connect' followed by a

number. The number is the speed at which the modern has connected. Most BBSs will now present some text from their front-end mailing software. Hitting escape a couple of times will get you past this to the universal log-in prompt If you've never used a BBS before, don't be scared. Just read the instructions which will point you in the right direction. All BBSs about yourself in order that the SysOp (person that runs the BBS) is satisfied that you are a bona fide user and not a spotty hacker bent on triggering World War III.

# Most bulletin boards work in a

**BBS** surfing similar fashion. File and message sections are distinctly separate and are selected from the main menu. The style of the ANSI graphics (coloured IBM characters) will certainly vary and so will the type and quantity of files on-line. Too many users miss the single most interesting aspect of BBSs: the message section. Some of the larger or more complex BBSs can also give you E-mail access to the Internet and an even Internet address of your own

Whether they offer Internet access or not, you can usually access several networks such as Fidonet and the excellent Amiganet. These are like mini Internets, but are connected solely through the telephone system (the Internet has its own communication lines). The BBSs on the Fidonet and

Amiganet networks are updated every day or so. which leads to a generally slower spread of information than you get across the Internet (which is always active).

CU Amiga Magazine highly recommends both types of network - you don't have to decide to go for one or the other. Often BBSs are a good meeting place for like minded people in your local area, where as the Internet tends to be more global best done with a dedicated communications package called a 'mailer' that automatically swops the mail with the BBS without ever logging on. Likewise the mail is read 'off-line' in a separate program once it has been downloaded. This means you can grab what you want, and then read through it all without incurring a massive phone bill

If you get stuck, you can always 'page' the SysOp for a real-time chat to clarify any confusion.

#### Downloading Now that you can dial up bulletin

boards, you can download stacks of software. Most boards keep up to date with all the latest releases in their particular field. Some specialise, while others offer a wide range of software. This software and data is almost always stored in compressed form (archived), in order to save



space on the board's storage systems, and to reduce downloading times, DMS, LHA and LZX are the most common compression methods, and in order to decompress the archives you'll need one or preferably all of these utilities. They're all available from just about any BBS. If you can't find them in any listings, just ask someone - every other comms user will have a copy.

If you want some more advanced terminal software than NComm. try Term. You'll need a bit of extra memory to run it, as it's a fair bit bigger than NComm.

#### Direct link

If you would prefer to hook directly into the Internet then AmiTCP is the probably best terminal package you could get. The best option to get AmiTCP is to sign up with Demon Internet Services so you can grab AMITCP DIS95 which is a new archive of AmiTCP with an installer geared for Demon. Once you've got it run AmiTCP, dial up to an Internet provider and your Amiga is now part of the Internet Mat Rettinson

### **Essential Amiga BBSs**

Darkside BBS. Thornton Heath, SysOp Rob Dale,

Phone: 0181-7719100 (14400 baud) Backyard BBS, North Harrow, SysOp Anthony Brice,

Phone: 0181-4242065 (14400 baud) Active Intl BBS, Hackney, SysOp Jim Hendry,

Phone: 0181-9865964 (28800 baud)

• Creations BBS. Croydon, SysOp Mat Bettinson, (who?) Phone: 0181-6659887 (28800 baud) FrostFree BBS. Slaithwaite, SysOp Dave Naylor,

Phone: 01484-2449825 (28800 baud) • The Motel, Nuneaton, SysOp Nigel Bates, Phone: 01203-372005 (28800 baud)

• Heart of Lothian, East Lothian. Sysop Andrew Dowds, Phone: 01620-826004 (28800 baud)

 Spa..58. Lewes, Sysop Alex May, Phone: 01273-474352 (28800 baud)

 Mostly Harmless, SysOp Lee Sanders, Phone: 01705-614824 (28800 baud) · A-Central, SysOp Gavin Hamil, Phone: 0232-710960 (14400 baud)

All the above are Amiga BBSs connected to Fidonet and Amiganet and are 23 hour systems. Don't call them between 2:30 and 3:30am



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# **Graphics N**

# **Deluxe Paint V**

great painting can become a dreadful one if the background texture is wrong. Thankfully, one of Deluxe Paint V's best new features is its Texture system.

Through some crafty programming EA have based their textures on normal IFF brushes. The program tiles these so that they form an 'underlay' to the whole screen. The texture patterns have also been carefully designed to avoid any jarring joins, you get a nice face on which to paint or paste brush images.

Textures are loaded in via the Effects menu turning the process on. You can turn it off from the same menu when you want to return to painting in normal mode

To get the most from the texture effect, you should match the palettes of the texture brush to the picture you're working on. The best way to do this is to load in your



picture, then load in your texture brush (as a brush, not a texture). You can then use the Remap option to remap the colours of the brush to use those from the picture's palette.

Texture brushes can be any size, memory permitting and you can design and save your own textures as brushes or use brushes from other programs. If you're making your own, make sure they're square or rectangular as DPaint will tile them.

Let's take a look a what you can do with these new textures Deluxe Paint V has finally arrived bringing with it a selection of lush new textures. We take a look.

The veiling of a beauty
The British cinema star Joan Collins is here to demonstrate
another aspect of the texture feature - the fact you can use
it as a fill option and after its translucency. In this example
we are using these feature to produce, amongst other

a are using these reacture to produce, similarly states, ings, the appearance of a veil.

First, the image was painted without texture mode on, en Burlap (a thick, stringy material similar to sack-cloth) as loaded as the texture. This does not affect the image

which is already on screen, only susorquent accura-Using the freehand filled polygon tool, with purple as the main colour and translucency set to 50% i drew out one of those fashionable Dynasty-type veils around the eyes. Even in 256 colour mode, the subtlety of the effect is quite maked, the Burlay giving a fine see-



while retaining the I added some facts to the veil by ustom brush. nally, the back-round is made up of purple and the Burlap texture, wit

## The writing's on the wall

To capture the feel of a live Hendrix performance, I wanted something brash and raw, and decided on a graffiti-type image on a wall. There wasn't a suitable texture, so I set about building one

All you really need to do is draw three bricks, and cut two of them in half, to create a texture which DPaint can understand. Fill in the gaps between the bricks with white 'cement' lines. When the brushes are tiled, they create a whole wall.

Having pasted down the main image I decided to add some decay by taking out a few end bricks, and the spray-paint effect began on the spare



page, where I handdrew the lettering using the large round custom brush, then clipped it out and pasted it on the wall whilst Texture was still active, to allow the cement to show through. I actually painted the text down twice, because the first time it was too light.

#### Hot air

Here you can see ture is accessed from the Effect menu. The inset picture shows the original image.

It's a good idea to test out textures on small areas using the spare screen, as the process can take

some time, and you can't interrupt it once it has started.

TORRE: Belled-ToldRell The texture used here is ManMade-TuckNRoll, which gives the image a 'plumpy cushiony' look. You should see from the original that the textured image has had its colours dimmed - as if Translucency was on. Here DPaint is combining the underlying texture brush with the main image and working out the best palette. So be warned - what you expect is not always what you get.



# sterclass

# Make your own brushes

When you're happy about making your own textures, have a go at creating a text brush texture. Here I designed a brush using

text of various sizes, then loaded it as a texture. As you can see it works rather well, allowing the image to show through only where the letters are. This, for example, would come in handy if you wanted to quickly create a logo or title screen. However, be careful of the large portions between the fines of text and the



letters themselves where no imag has been picked up; if you have too much blankness in your own texture brush, the picture could become unintellicible

# Flag waving

illustrate a mixture of some of the new textures. The flag was been painted with the source of the flag of the source of the

which I'd prepared on the spare screen. Remember that the spare screen will also use texture mode if it's active, so you may need to keep turning it off for rough work.



#### You've gotta draw the line For our last example showing

For our last example showing off the new Texture mode, here's an illustration using simple black and white line art.



#### Cindy eye of the beholder

Cindy Crawford is the subject of this next oxperiment. This time I've used Embossed-Hair for the texture, which gives a 3D look to the illustration. The effect is similar to either printing on silk or a rainstreaks. The brush used for the texture has been designed to avoid obvious pattern repetition, which can be distracting. And let's face it who wants to be distracted from looking at a picture of Endv Crawford.

The left-hand image shows the drawing painted down with Brush-Crystals as the active texture. It gives it a nice, icy feel and the appearance of being printed on crumpled paper.

printed on crumpled paper.
The right-hand image is similar but has been changed using some of *DPaint*'s new features.

First of all I loaded the image into the spare page. Switching to the main screen, the purple texture was achieved by drawing out a filled rectangle on a blank area of screen, with translucency active and dark purple the colour.

Turning off translucency mode I picked up the spare image with black as the background colour; this gave me all the blocks of white which actually make up the insides of the picture.

I painted this down on top of the purple rectangle, then switched to the spare screen and picked up just the black portion of the draw-

ing by selecting white as the colour in the background. I now positioned the outline on the main screen in such a way as to give a drop shadow effect to the image, and make the actual skier look like a rather fancy flocked wallipaper design.

# Saving a work of art from ruins

sook as in it is been painted onto a won, the image was processed; at exture called MahMade/Mall, which sint made up of bricks, as y may think, but a cracked, roughshod surface which suits the crum nature of the subject beautiful way.

To add to the effect I nibbled away at the image's edges after the gold texture mode. To call cat parts of the picture I used the filler and off texture mode. To call cat parts of the picture I used the filler.

fereband prolygon tool with black as the colour. The highlighted degree the sa amplied Cogy the top edge of the activation range as a thrush quality and wheth to the sparse some. Select with a the dearway colour, priss leyf 20 to globur modes, and dawn onclour and, moving the brash to the base of the cave whether may a copied or and, moving the brash to the base of the cave whether may a charge of puedies of it white. You should seen a whether feet training the continues of the cells whether the cave of the cells and the cells are advantaged to the cells do not be cell to the cells and acceptance of the cells and acceptance to the cells are cells and it is the legislation and the public book as a first the legislation and acceptance to the cells and acceptance to the cells are cells as a cell of the cells are cells to the cells to the cells are cells as a cells as a cell of the cells are cells as a cell of the cells are cells to the cells as a cell of the cells are cells to the cells to cell of the cells to cell of the cells are cells to cell of the cells t



# asterciass

Stop sitting around until the early hours waiting for one program to finish before you can start another. Go to bed, get your Amiga to take care of it for you, then call you to let you know when it's finished.



ecently I found myself in a bit of a dilemma. It had been a long busy day and it was getting late. I wanted to go home

but I still had some work to do. I was re-rendering a large Imagine animation which I then wanted to combine into an Anim7 file. So to avoid sitting around for a few hours waiting on Fred/the batch processing frame editor supplied with ADPro) to finish I needed to think of way to make my Amiga wait until it had finished making 24-bit frames into HAM8 frames before MakeAnim7 (comes with Viewtek) could process it into Anim7 format.

Although the Amiga is multitasking, I couldn't start the MakeAnim7 going because it needed to use the files which wouldn't exist until the AdPro process was complete. Then I remembered the

AmigaDOS 'wait' command. Wait does exactly what you would expect it to: nothing. It simply sits there doing nothing (not wasting processor power) until it gets bored. Therefore you can use it to



A in the top Shell window. Wait has been used to put the window to sleep for twenty minutes. In the lower Shell window, we use Status to discover the process a will make up the Wait before time.

delay a process for starting. It's simple to put into operation: Open a Shell and enter:

wait 10 secs

wait 2 min

and you'll see that wait well or waits You can also use the following

for waiting longer times.

Therefore, you could write a lowing. Please remember a script is nothing more complicated than a text file, created with ED or some other text editor, so don't worry it's simple when you

wait 120 min makeanim7 hd3:house.anim

Now with this script saved to disk under the name "Zzz" I could

open a shell and enter: execute Zzz

and then nip home for tea. When two hours had passed the script would move unto the MakeAnim7 part, by which time AdPro would

You can also ask wait to keep waiting until a specific time. For example, enter "date" into the shell and make a note of the time. Quickly add a few seconds and enter:

wait until 16:12

or whatever the time is. The process will freeze until the time passes. Note that this isn't startlingly accurate, but it is certainly good enough for simply delaying

the process. Call me, please

However, I get a bit wary about leaving the Amiga working all night on something important. If something goes wrong, I would like to know about it. But as my office is several miles away from my house. I didn't want to keep driving back to the office all night

to look through the window. Well, thanks to modern technology I didn't have to. My Amiga happens to have a modern attached to it, and by using ARexx to control a comms program, I could write a program to dial up

my home number You need to be careful debugging programs like this. One of the first things to check is that it will dial the right number every single time. The second thing is to check that the modern will be correctly disconnected without leaving the line off the hook

The set-up was something like this: an AmigaDOS script waits until a certain time. It then runs an ARexx program. The ARexx program does a little work to calculate the last image rendered, or

# A Little Something To Play Around With ...

If you ever get bored using your Amiga for mundane tasks you'll be pleased to



know that there are lots of little add-on toys you can play with. These can all run in the back-

ground, quietly multitasking away until you get really fed up with them and decide to nuke them. For example, in the screen shot below you can see that most useful utility. Eyes. Eyes draws some eyes on the screen. They

follow your

pointer about and if you don't move it for a bit they fall asleep. Bit like me in that respect.

Secondly we have Stickit! Rather than cover your monitor/ desk/workmates with little bits of coloured paper, you can use this program to maintain little notes which float around the screen. It is only worth using this program if you have a large screen display. In fact, if you have a lot

of notes and several pairs of eyes watching you will soon run out of space to actually do any work.



how much free disk space is free: something that lets me know all is OK. It then uses the ARexx port on the terminal emulator program Term and instructs it to dial my house. The script checks for an engaged tone and also checks that the line doesn't keep ringing indefinitely.

# Listening to his master's voice

This is where things can start to go wrong however. In my case, I just couldn't understand a modern talking to me at V34 28,800 bps. The original plan was to con-

nect some form of speech synthesiser, perhaps using the old Workbench 1.3 Amiga SAY command. This would enable the Amiga to ring ring me up at 10 o'clock in the evening and say "Hello master, last frame rendered was 1040". It could also ring me up first thing in the morning and tell me to get out of bed.

However, connecting a speed synthesiser to the modem is a bit tricky. So I devised a different system. Instead the modern

e

n niga

be like

dialled my number and let it ring only once. This let me know that the next call would be from the computer and that I shouldn't answer it. The program then redialled me, and depending on the number of rings informed me of the current status. Three rings meant everything is OK, six meant something is wrong. Get

up my number looked like this: (the -I symbol denotes return)

/\* Dial me up! \*/J address term\_ OPTIONS RESULTS Say "Wake up modem . . " J send 'atz\r\n'J

wait 'OK' J say "Dialing ... " J send "atdt<my number hear>\r"J TIMEOUT SEC 20-CLEAR wait-

ADDITEM TO wait. NAME 'BUSY'J ADDITEM TO WAIT NAME

IF rc -= 0 THEN SAY 'no text was received from modem',J ELSE do. SAY result. say "I know the telephone

is ringing or busy",J

if result = 'BUSY' then

say "The line is busy, so evit ".

hangup exit. if result = 'RINGING'

then say "I know it is ringing..... /\* We can tell if the call is answered only if the RINGING signal does not happen again with a

few seconds... \*/↓ max rings = 3 : rings=04 do while (rc=0 & rings<max rings) J TIMBOUT SEC 5-1

CLEAR wait. ADDITEM TO Wait NAME 'RINGING' waitJ

SAY 'Still ringing. 'rings=rings+1 : say rc : say result : say rings end if rings=max\_rings then sav \*Too long... no-one is at home!" J say "I'm hanging up..."-

send 'atz\r'J /\*Hurrah! At last!\*/J SAY "The telephone has

been answered!" J delay 1J say "I'm talking to me....

/\* Add speech synth stuff here \*/J delay 1.

say "Blah blah blah"delay 1J say "Goodbye, Hanging up......

/\* Make sure... \*/J delay 14 send 'atz\r'. /\* end \*/J

Not being able to connect the speech synthesiser has irritated me, so I'm trying to track down a GVP PhonePak, The PhonePak was a remarkable Zorro II card that never got the attention it deserved. Even today, the telecoms industry is only just startincredible card. The PhonePak could answer telephone calls, and store incoming messages on hard disk. It could even understand pulse dialling codes which meant it was fully interactive. Aflexy port there was little the

However in the meantime why not have a go at trying to automate some of your Amiga processes. If you are a Point off a BBS, you could use Wait to poll your BOSS whilst still in the BT cheap rate every morning. Keen a look out for a program

called CyberCron as it is designed to run in the background and keep a list of tasks it has to launch at certain times of the day. John Kennedy

## Pretty Workbench Displays

The second secon



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#### LOGOS, MEANINGS AND MYSTERIES:

























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also been into the Amiga for a while now as well.



Mat Bettinson What Mat does nat wat the Amiga could be itted on the back f a 68060 rocessor chip.

#### PC SIMMs



I am considering accelerator and an A1200. I read with interest your product test on the Blizzard

boards where Andy Leaning describes 'Fast Ram' that can be Adverts, however, for PC

72pin SIMMs indicate that they can be much cheaper than those advertised for the A1200. Can these PC SIMMs be used on any

#### Colin Howard Livingston.

Standard PC 72pin SIMMs have the chips on both sides of the 'wafer' as appased to the PS/2 variety (as used in the A4000) that have the chips on only one side

The PS/2 type are harder to find and more expensive. The Blizzard A1230-III accelerator can use either, as can the Apollo 1220. The Apollo 1230/SCSI 2 however, has angled SIMM sockets so double sided SIMMs are unlikely to fit. Some PC suppliers offer double sided SIMMs at substantially lower prices but remember these prices often exclude VAT (17.5% of the price) which must he added on.

#### Flicker modes I have recently



screen modes available flicker. The PAL modes are OK as are Multiscan Productivity and Super 72 high res laced but the DBLPAL modes flicker as does High Res Laced No Flicker. Is

or the monitor driver in the Devs/Monitor drawer (yes.I. have nut the relevant drivers in the said drawer)? It would not be so had if it was only on Workbench but the same happens on DPaint.

#### G. Parr. Staffordshire

Actually there's nothing wrong with your monitor drivers at all. What you are seeing is a limitation of the AGA chip-set reflected in the new DBLPAL

The problem is that the Amiga doesn't have enough bandwidth to the single scan modes i.e. PAL. For instance NTSC has a 60H2 refresh rate and is known for being less 'flickery' than PAL (though PAL has a higher vertical resolution). Likewise DBLPAL does away with interlace but the overall refresh rate is 48Hz

The 2Hz reduction doesn't sound like much but SOHz is really the minimum to be comfortable. Any less and flicker becomes a problem. A good compromise is Productivity mode.

#### A4000 sampler



I own an Amiga 4000/030 and have recently been thinking about sampling but I cannot find

any company that makes samplers for the A4000. I have phoned Indi, Datel and Power Computing but to no avail. I was told they don't make samplers that work on the A4000. Could you please let me know if there is a company that makes them?

#### D. McIntosh Dundee, Scotland.

I'm surprised that such misinformation came from any of those companies. Every parallel port sampler that with the A4000. The vast majority of samplers are of this kind. Megalosound from Hi-Soft (tel. 01525 718181) and Technosound Turbo II from Technical Dimensions (tel: 01291 690933) are just two examples of samplers that will work fine with an Amiga A4000.

#### **DMS** dilemma Could you please



tions for the DMS decompresa blank disk in the drive df0:. Is it possible to decompress these disks directly to a drawer on the hard drive? If so, how?

2. I wish to delete a program I no longer need which has been do I get rid of the assigns in the user startup-sequence?

# Name and address withheld.

1. DMS works by reading an entire disk, track by track, and packing it into a single file. One reason we often use DMS is that it can compress disks that use different filing systems to AmigaDos, as is the case with many of our commercial same demos.

However, you'll find that once you have decompressed the files to floppies, those disks will always include a possible. Many alternative compression methods are self-defeating in the context of our cover disks, as the software needed to decompress the data simply fills the space created by com pressing it in the first place! We are not tied to using a particu-

lar system for our disks, and as you will have discovered with our brilliant (if we may say so) Image FX cover disks, we'll use whatever system is most efficient and easy to use.

2. User-startup is just a plain text file (or script) containing a list of

#### MSX mistake

In the May issue we mistak-enly said that there was no MSX emulator available for the Amiga. MSX is the name of a Jananese attenut at a obtained from SeaSoft PD of 1903-850378. Ask for disk number 2750.

AmigaDOS commands. When the user-startum file is 'executed', each command is run in turn Installation scripts will often add Assign commands to this User-startup file and should annotate their insertions. Here's an example:

: Start DOnus

Assign Opus: sys:DOpus

; End DOpus

Here you can see the lines that have been added by Directory Opus. To find them and take them out, you first need to start a Shell window and enter

standard text editor called Ed and automatically load up the user-startup file. If you entered the scuser-startup part incorrectly, you'll be given a load the user-startup file from the drawer of the sys: partition). You can now move through the script and delete the appropriate lines.

Finally, save the amended userstartup file back using the menus, or press Esc followed by the X key and Return.

#### A1500 expandability



Amiga 1500 with a 40Mb hard drive. I use it mostly for gaming, though I hope to graduate to more serious uses I had assumed that the 1500

was a rather out of date computer but a friend tells me that it has excellent undate capabilities Could you tell me please if

2. can the A1500 (unlike the A500/A600) be upgraded to take

3. can I get a bridgeboard that will enable the A1500 to run PC games and other software?

I've been told so but it all sounds too good to be true!

#### Martin Brennan. Dublin.

The Amiga 1500 may not be the latest in the Amiga generation but with its Zorro II slots, it has plenty of expansion capability. So.

1. Yes, you can upgrade the A1500 to both Kickstart 2 x and 3 x This involves purchasing a kit from an Amiga dealer and changing a ROM chip yourself or getting some one technically minded to do it for vou. Kickstart 3.1 is also available for the A1500 though it may be on the expensive side and 2.x may well be sufficient. The jump from 1.3 to 2x is bigger than 2x to 3x.

2. Unfortunately there is no way to upgrade to the AGA chipset from

any non-AGA Amiga. However you could add a graphics board to one of your Zorro slots. though this is still no good for

3. Yes, a Bridgeboard in your A1500 will give you IBM PC compatibility for games and applications Call your Amiga dealer for more details on specific models. However, don't expect to run the latest 3D games without seriously upgrading

#### **CD32** expansion



I own an Amiga CD32. Paravision SX-1 Expansion, Cumana external floppy drive.

AT101 keyboard. 2Mb RAM expansion and an IBM 40Mb internal hard drive. What I wish to find out is:

1. According to the in built boot up check and SysInfo I have 2 Zorro II boards which are the SX-1 and Ram expansion. Does this mean that the CD32 is a Zorro based Amiga and the expansion port is a Zorro Slot. and if so is it II or III?

2. Can I use this slot via a custom interface eg the existing FMV pass through for cards like the Picasso II RTG or the

Piccolo SD64?

3 Is it possible to accelerate and if so is the magical '040' available with 128Mb Ram and

MMU etc? 4. If the answers to the above are ves then would a LAN system of four or five expanded

CD32s form the basis of a graphical/development workstation capable of producing True 24/Broadcast quality outputs?

5. What is the in-built CDXL screen and how can it be utilised in graphical/software productions?

6 Where and from whom can I find out about the inner work ings of the CD32 with references I am a competent

assembler/PCM designer so

I hope that you can be of assistance in this matter as I am finding it very difficult to find out about the underestimated CD32, as local shops appear to know nothing other than the CD32 is a games console and not a computer

#### D.I. Winterton Portsmouth.

Woah! You certainly have high hopes for the humble CD32! Firstly, a CD32 with an SX-1 expansion has about the same capability as an A1200 with of course some honuses like the SIMM socket & Akiko chip sion port though. Neither is the for the FMV cart) suitable unless developers were to create an acceler ator specifically for the CD32 and this is most unlikely. So to answer

1.2 & 3. It's neither Zorro II nor III. It can't be used for Zorro cards like the graphics boards you mentioned and neither can it be used for accelerators and RAM expansion unless such products were specifically designed for this port.

4. The idea of networking a bunch of 68040 expanded CD32s to create some sort of 'render farm' raised some smiles in the CU office. Wouldn't that be something to see! However it would be completely impractical.

The money invested in hardware and design would be better suited to machines with most of this capability as standard, such as A4000s for example.

5. CDXL is simply a software technique for playing back small box animation in real time whilst spooling off CD. It's not built in and the software will come on a CD with

CDXL footage.

The Akiko chunky to planar chip helps with this. You could play these animations from your hard drive and output them to a video recorder. You'll need something like AdPro to save out in CDXL format

6. Your plans for the CD32 and your electronic experience might be of interest to Escom, since they are planning multimedia stations using the CD32 technology and are recruiting right now! They are also the only people with the real authority to provide you of detailed hardware specifications of the CD32.

### HD prep problems have an Amiga 1200 in which I

Problem is that I wish to install a kickstart 2.04 ROM but my HD prep software doesn't work under 2.0.

With RD Prep I get the message unable to locate Stardrive device and with the hard disk tool box I get the error unable to locate sosi device. The device driver that I have is harddisk.device. I have tried changing

the tool type in the applications to harddisk, device with no luck If I can get the scsi driver that it will work?

#### David Burley, Bridgend.

In the way of hard drive prep software, we recommend RD Prep. The harddisk device is the specific driver for your hard drive interface and so you must tell your prep software to use it. With RD Prep you would enter 'RDPrep -d harddisk.device' at the CLI and away you go. Using RDPrep on A600s and A1200s you would enter 'RDPrep -d scsi.device'. Just remember to select read RDB first before making changes and writing. RDPrep can be obtained from KT's PD 01702-542434 disk U207.

NO SAES PLEASE

# HOW WE USED TO LIVE Part 1: Action games



they're changing again with the arrival of the new 32-bit powerhouse consoles and Pentlum-powered PCs. There's one magazine that vites you the best of all worlds – CVG. We cover all the major releases for every system, so whether you own a SNES, Mega Drive, PC, Amiga, Jaguiar, 300, CD-1, 32X, Mega-CD, Game Box, Game Gear, PlayStation or Saturn, there's only one mag that's worth reading...

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# Frequently Asked Questions

Cover disks are great but sometimes they can cause unlimited and unnecessary heartache. CU Amiga lifts the lid off some of the culprits.

Q. When I try to unarchive a cover disk program using DMS, all I cove get is the error message case

V4+', What's wrong? A. This error message happens when the DMS program tries to load its code library and fails. DMS places some of its routines in a special block of code called a library, which means they can be shared between several programs It expects to find its library in the default LIRS: drawer and this is where the trouble can start. When you boot from a cover disk the Amiga thinks that the LIBS: drawer is on this disk. The Amiga assumes that the drawer called 'libs' on the floppy is the correct location for the libraries. If the disk creators have done their job properly the cover disk should have a copy of explode library in this drawer and

1 need explode.library

However, booting from either your cown Workshorth floppy or hard disk may cause problems. In this case, the Aming assumes that the LBS: drawer is on one of these devices. When you load a cover disk DMS will look to the libs drawer and try to find the explode. Bibray, If! you don't have a copy of it on your disks Workshen on for jon, you child with the property of the company of

everything will work fine.

two options. First of all you should make sure that you boot from the cover disk. This will ensure that LIBS: points to the drawer on the floppy with the relevant library.

Secondly, you could copy the library from the cover disk to your own disk. To do this, make a note of the name of the cover disk and (not the cover disk) and then open a shell window. Let's assume the cover disk is called CU 110. In this case there is a space in the disk name which means you must use inverted commas around the disk name. To copy the library from the cover disk to your own disks, enter in the shell:

copy "cu 110:11brary" 11brary 11brary".

This will copy the file across.

When I copy cover disk files from floppy to hard disk, I get error messages asking me to insert the original floppy again. Why?

The best way to copy programs which consist of several files to hard drive is to open a new drawer especially. Then drag all the icons over into it. Use the 'Show> All Files' option from the Window menu on the Workbench display to make sure you haven't left any files out. Usually it is noncessary to copy across drawers will immediate or 'I' as these work of the control of the co

If you run the program from hard disk and it still asks you to insert the floppy disk, it is because somewhere a 'path' is still set up to point to the floppy. A path is a special variable which a program can use to keep track of the special files it needs. If you have already copied all the files required over to the hard disk, you can re-set the path so that it points to the location of the hard disk rather than the floppy. To do this, use the assign command from a Shell window. For example, if we assume you have created a drawer on your hard drive's WORK partition

called GAME and copied over all the files from a floppy disk called CUGAME1; you should enter: assign CUGAME1; WORK:GAME is WORK:GAME is WORK:GAME is work of the floppy disk to be the drawer on the hard drive. Make sure you have removed the floppy disk before doing this, or you'll get an annoying error message like 'Can't cancel CUGAME1'.

Can't cancel CUGAME1'.

The assign is only temporary in that if you switch off and reboot, it will be forgotten. To make it permanent, you need to add the line to the susser-startup file. This will make sure that it is executed every time the Amiga is switched or.

Q. When I use DMS to unpack a cover disk game I occasionally see a message like "Warning: Disk contains non-standard bootblock'. Does this mean there is a virus on the disk?

A. Not necessarily, it simply means that there is a non-standard bootblock. The bootblock is the first part of the disk to be loaded when the Amiga boots up. If there is a bootblock present, the Amiga will follow the instructions on it and may load Workbench, Many software houses use non-standard bootblocks to add special features and speed up loading times. The DMS program recognises that the boothlock is not standard and tells you, because in the past many virus did change the block for their own purposes. However, it is extremely unlikely that a virus would be present on a cover disk.

would be present on a cover class. If you are still not happy, here is what you should do. Before starting the DMS process switch off and remove any external floppy drives and hard drives. Boot only the result of the starting of the start

You should also get a copy of antivirus software such as *Virus*Checker by John Veldthuis.

other disks

Why are there so few cover disks that I can use with my Workbench 1.3 A500 and 1Mb RAM?

Because your machine is out of date. You don't expect a hi-fi magazine to include 78rpm wax disks on the cover, do you? Upgrade to 2Mb of RAM and Workbench 2 or 3, or treat yourself to a nice A1200, either secondhand or when Escom start churning them out scain.

L Is it OK for me to upload the cover disk to a BBS or give a copy to a friend?

A. No. The cover disk remains the copyright of the magazine. Giving copies away is breaking the law.

■ Q. I have written a program which I think you should put on your cover disk. What should I do with it?

A in the first instance, send a copy on disk to us at CU Amiga Magazine. If we think that we'd like to use program, we'll be in contact straight away: so include a daytime telephone number on the covering letter if possible. Send your programs to codids's submissions, CU Amiga, Priory Court, 30-32 Farringdon Lane, London ECIR 3AU.

# nek enat

### Letter of the month



Escom's takeover, unfinished demos and the glory days of the C64 are just some of the items under fire in this month's backchat.

### Delivering the goods

Over the past few years I've come to expect fully functioning serious application software free with most Amiga mags, but recently I've felt cheated on a number of occasions. Why? Recause I've nicked up and bought certain magazines assuming that the programs on the disks were actually complete, but later found them to be disabled demo versions. Maybe we've all been spoiled, but most of the full packages can be upgraded to the latest version, so it's not as if the original developers are missing out.

I'm glad to say that CU Amiga is one of the few mags that has not let me down, constantly coming up with the goods. Comic Setter, Movie Setter, Directory Opus and Image FX are just amazing, especially those that came with free manuals. Please keep it up, as the rest of them seem to be falling by the wayside.

#### Peter Reard London

#### **Angry of Kent**

The whole situation with Escom sickens me. Only a few months ago you and all the other magazines were sucking up to Commodore UK like there was no tomorrow. They were put forward as saviours and geniuses, but now it appears that the leopards have changed their spots and David Pleasance and Colin Proudfoot are no longer flavour of the month. Why has this happened, surely as a UK mag you should be loyal to the UK company? It's bad enough that German companies are coming over here and buying up our car industry without taking over our computer industry too.

#### Philip Lindsay Kent

Mr. Lindsay, you have totally and utterly missed the point. Let us spell it out to you in simple English: Commodore UK withdrew their bid for the Amiga and Escom went ahead and bought the company. Now Commodore UK have nothing to do with the Amiga and are unlikely to exist for very much longer. So David Pleasance is pretty much out of the picture at the moment. As for your last comment about 'Germans taking over' the UK computer industry we might remind you that Commodore was not a 'British' company, it was American, with an international umbrella organisation and individual subsidiaries in various territories. Escom have opened a retail network using the former Rumbelows stores that will eventually employ 20

times more people than Commodore did in the UK. But most importantly, if they bring the Amiga back to life, sell it here and encourage British software houses to produce games again we'll all benefit. Welcome to the real world.

### IQ OF 64

I've had more entertainment value out of my C64 than I ever did with the Amiga. This news that Escom are going to restart manufacture of the C64 made me very happy. The Amiga just doesn't match up to what the C64 did in the games, demo and music scene. Bring back Commodore User 64 and you may he able to jump onto the bandwagon of the new 8-bit revolution that's about to happen. A new age where gameplay is more important than graphics and the programmers become famous cult figures.

#### **Bob Hawkins Earls Court**

Are you being sarcastic or serious? OK, maybe the case could be put that the graphic limitations of the C64 made gameplay better and that more memory leads to laziness, but returning to the stone age is surely just a nostalgic flight of fancy. This does raise an interesting question though; will the resurrected '64' for the Chinese and eastern European market be called the Amiga Technologies 64 (ironic), the Escom 64 (unlikely), the Commodore 64 (but that name is now being used for Pentium PCs!) or the Beijing Province Factory No. 1156 64?

#### Last minute reprieve

I've been wanting to buy a computer for quite a while now and an Amiga was top of my list However, due to the Commodore situation I haven't been able to purchase one. I was considering getting an Archimedes but I still really wanted an Amiga because of the huge range of PD available. I shopped around for a secondhand one but found it very hard to locate any Amigas for sale. I was about to give up and go ahead and but an Archimedes when I bought your Magazine and read that the Amiga have been saved. So hurry up Escom and get the Amigas back in the shops so I can buy one.

#### Adrian Betts Staffordshire

#### Expand or die

Expand or die, or put it another way expand and maybe fall flat on your face. After much

head scratching I decided that I needed an accelerator with two simm sockets and the ability for SCSI 2 products to be used direct form the board. The only board I could get was the GVP A1230 II. Although it didn't use standard simms it still meant I could expand from 4 to 8Mb without having a 4Mb simm. spare which is what happens with other accelerator boards. However, all my dreams of expansion have now been thrown out of the window because GVP have been taken over and nobody knows what the future holds. Will I now have to buy a Squirrel SCSI PCMCIA interface to add a syquest removable drive and a CD-ROM drive to my A1200? Only time will tell. Maybe CU Amiga can shed some light on what is going to happen with GVP products because I'm feeling as sick as a parrot about the whole thing

#### S Longden Arbroath

av

A

Funny you should ask about GVP because this month's points of view column is All about what is going to happen to GVP so turn to page 130 now.

#### Right to reply

Having read Andrew William's letter (June Backchat) I feel inclined to comment. Firstly the Crystal Dragon demo was excellent. It's the first game to ever make me want to try playing an RPG as it more logical and easier to use than many of the other games around What do you mean 'complete them' Andrew? Are you referring to be able to kill the big baddy in Crystal Dragon? If so, what do you expect in a demo? Completion could be considered to be when you've found the stairs to the next level

As for the Settlers demo, it was and still is excellent. True, it is not possible to win in the demo version, the best you can do is take all but the main castle, but otherwise it's as good as playing the real thing. The demo is better in some ways than the finished game as that seems to have had quite a few bugs in it.



"Aw, c'mon, you guys—the cal's away a everyone's so dead serious."

#### Why don't you?

Got something to say? Then jot it down and send it to us at CU Amiga Magazine, 30-32 Farringdon Lane, London EC1R 3AU or Email us at CUAMIGA @cix.compulink

Finally, I think Escom are right to resume production of the much maligned and undermined A600. It's a good wee computer, powerful enough to run a small business as well as run lots of games and have great graphics and music. And it can multitask properly which is something most top end PCs still can't do. A friend of mine has just bought a 486 PC purely for games. It is much harder to use than my A600. If he wants to do serious stuff he still does it on his A1200

#### Karen Haves Birmingham

### What's going on?

Why are so many games publishers frantically jumping onto the Playstation bandwagon and leaving the Amiga? Who do they think is going to buy their games, when the machine isn't even going to be out until Christmas? The Amiga market isn't going to disappear overnight, just because Commodore went belly-up, and with the new Escom plans

things could well take off again in a big way. Some developers abandoned the Amina a couple of years ago to go off and play with their new console friends, but they had to come back to it in the end didn't they? The Amiga has always had the innovative game designs before the consoles, and without it we would probably never have seen games like Populous Lemminas Skidmarks Jimmy White's Snooker and Cannon Fodder on any machine. If all future games have to be okayed by the big cheeses at Nintendo Sega and Sony, what room will there be for future innovation?

#### John Willis Berkshire

### Bizarre, weird, strange

You are making a heinous mistake thinking that your Amiga is an ordinary computer. It's not. Its infused with paranormal abilities. While using your Amiga, your psychic aura envelopes the mystic circuitry to form a vital link enabling the unit to function. Negative vibes will cause strange unexplained failures whilst positive vibes will spur the shamanic motherboard to overcome all problems in its path with only minor intervention from your consciousness. In short, stroke your Amiga. Whisper kind things to it. Love your inanimate 'girlfriend' and your Amiga will continue to reward you with small raptures of magic thereafter.

#### Neil Dowdell Glasgow

It's a funny old world innit?

# **TEAM TALK**

Now that summer is upon us the team muse over what would be their idea of a perfect holiday, Here's what they came up with.

#### ALAN DYKES



Somewhere in Ireland with lots of sun surf and guinness would be my idea of a nice holiday. And I'd spend most of my time teaching my new niece. Constance, to surf. She's only a few months old mind but she'd soon get the hang of it. Plenty of discipline: that's what the youth of today need.

#### LISA COLLINS



Rome's the place where I'd like to seend a few fun filled weeks. I could bank in the sun on the Spanish str and watch all those tall, dark, handsome brown-eyed men scooting around on Vespas - heaven. Vespas and men: a combination I can't refuse. Two track minded me? Never

#### TONY HORGAN



My idea of a great holiday would be to spend three weeks on a deserted trop ical island. That way I could mess about making my tunes in glorious surshine without anyone complaining I'd come back and sell my tapes for a small fortune. Dream on Tony

## MAT BETTINSON



All you pommies all seem to want holidays in the sun. Not me mate, I get enough heat when I'm in my native Australia. My idea of a perfect holiday would be to stay at home in England. Here I could surf the net for days with just a few tinnies beside me for refreshment. Excellent

#### HELEN DANBY



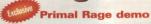
This is one pommy who hates the sun. My idea of a brill holiday in summer would be to spend my as much time as I could in the shade. If I couldn't go to somewhere like Scarberough where there's hardly any sun I'd stick to staying inside a few select pubs downing a few boers. Someone's got to do it.

### JOHN KENNEDY



A bit of a busman's holiday for me, I'd ask those nice people at Guinness PLC if I could spend my holiday in their factory watching how they brew the liquid gold. And if I had some time left over I'd take my fiancie for a spin on my matorbike. Well, you've got to spoil m don't vou?

# **Next Month in CU Amiga Magazine**



You've read the WiPs now see the game itself!

Plus: Full Review!

#### Gaming for the future

As usual we've looked into our crystal ball, nipped down to the pub for a chat, watched breakfast television, used lottery predictors, examined pigeon entrails and counted the stones on Brighton beach in an effort to find out what games were coming in for review next month. Finally we had to resort to phoning PR people in various software houses and publishers to find out. It's an original idea and it means working for a change, as opposed to playing games all the time, but it achieved results. Inconclusive results. But results all the same.

For instance, Alan Bunker from Team 17 told us: "Oh yes, Speris Legacy should be ready in the next few weeks, so you should have it soon. I hope. Probably. You know what it's like, these things take time." And Alien Breed 3D? "End of July mate. Yes it might make it in time for the September issue. Actually it should do. It's due for release at the end of July, so it'll be ready for review before then I'm sure, I'll ask Richard, but I'm sure he won't confirm it yet. There's still work to be done."

And so, throwing caution to the wind vet again, we bring you the ...er .. definitive list of software that will be reviewed in the next issue of CU

Amiga Magazine:

- Primal Rage
- Alien Breed 3D Speris Legacy
- Legends
- Front Lines
- Super Streetfighter 2 British Touring Car Challenge

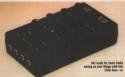
#### I wanna get technical

Next month's technical section promises to have something for everyone including a reviews of a host of plug ins for Lightwave, including:

#### \*Humanoids \*Fibre factory

Plus: Little Gem, a dedicated Audio mixer specifically designed for your Amiga And: PC Task version 3. If you really want to emulate an inferior

machine this software may be able to help you.



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# **GVP: The Second Comi**

Can the new

**Power Computing** and M-tec buyout.

resuscitate GVP or will the once

strong US Amiga

presence be stifled for ever? **Mat Bettinson** 

speaks out ...

reat Valley Products (GVP) has been a leading innovator and producer of quality Amiga erals for many years. The recent news that GVP had filed for Chapter 11 liquidation was announcement of Commodore's

similar fate a year earlier. A shadow of uncertainty now hovers over the Amiga's most famous

third party brand GVP were usually the first to fill in any gaps left by Commodore, targeting areas in which the Amiga could be improved, and releasing top grade products accordingly. From the incredibly popular A500 HD8 to the A1230 68030 accelerators for the A1200, they led while others followed, often with cheaper and slightly better spec equipment - usually after GVP had done all the hard development work. It's hard to believe that any other company would have come up with such crazy and brilliant products as the PhonePak Amiga (a combined telephone answering service, voice mail and fax system).

### Why oh why?

So why did this innovator fold while the copy cats continue to prosper? Perhaps due to its policy of maintaining relatively high prices in the face of cheaper competition? Certainly its proudly advertised US-based manufacturing didn't help, especially against lower cost rival manufacturing in the Far East. In the end the public demanded GVP quality at Far East prices. GVP couldn't deliver and subsequently paid the price. German manufacturers have been quick to capitalise.

Luckily all is not lost. The German based M-Tech and the UK based Power Computing successrights, which allows M-Tech and Power Computing to produce any or all of the GVP product range. Power Computing's Tony

laniari has confirmed that prod-GVP engineers on a contractual basis and that manufacturing will also remain stateside. It was hardly surprising that he was enthusiastic about the products but not released (like a 68060 are eagerly awaited by the Amiga expertise coupled with European management and a better underwill lead to quality products aimed at the right users at the right prices. I'm of the opinion that GVP's strengths were (and are) in new product development rather than mass market low-end A4000 68060 accelerators will be welcomed, but with Phase 5 already banking on shifting around 10,000 of their own 68060 boards in Escom's planned 4000/60, will GVP's '060 be able to compete? New products?

My biggest worry is for the long term availability of GVP quality products. I have no doubt that Power and M-tec intend to keep on producing peripherals, but as European mass market sellers they may not always lead in the same way as GVP have. It's all very well using bought GVP expertise to produce new products but they've got to accept that not all of them will have immediate mass market appeal The American market has

always been relatively small but very professional based, thus revucts were made there first Sophisticated products for a sophisticated market, and the rest of us benefited.

America calling Meanwhile on the 'net there is distinct air of depression at the

current state of affairs. Here in the UK we see Escom opening up 100 stores overnight Meanwhile the Americans see their most famous Amina Magazine fail, the American buyout favourites CEI fail and finálly the sacred GVP fail. Suddenly there doesn't seem to be much that's Amiga and American

They would like to be reassured that Escom have America in its sights, even though the US Amiga scene is very different to semi-pro mass European market I want to be assured of this too. for all our sakes

Of course it's early days yet but Stateside Amiga gurus like Dave Havnie haven't heard anything from Escom and that is not viewed as a good sign. Looking to a perfect world

In an ideal world I'd like to see a

lot more of an averaging out in the markets on either side of The UK could do with a real kickstart in the high end of the

market. More big-box Amigas and significant upgrades to low-end machines Likewise the US could really

do with a large influx of low-end machines to ease the next gener ation into this wonderful computing platform. US Amiga game comed the world over as would European high-end application development. I'm not going to say it's down to Escom again. It's not. They are a business and if you, the public, spend some money on software and hardware, the market will be proven to exist. Other markets like the US will have to be forged afresh.

Mat Bettinson is an Amiga fanatic, an avid 'net nut and CU Amiga's latest technical recruit.

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